Reports from Computer '97 and MAE

# Amazing COMPUTING™ / AMIGA

*Your Original AMIGA Monthly Resource*

Volume 13 No. 1 January 1998
US $3.95 Canada $5.95

## Jeff Schindler

General Manager,
Amiga Inc.

What's next?
An Interview with
Jeff Schindler

## Petro Tyschtschenko

President,
Amiga International

PLUS:

SONY Digital Mavica MVC-FD7

Wild Fire
Amiga graphics heat up

DiskSalv 3

Color f/x
using ImageFX for color effects

Yet another 3D Type Effect

And More!

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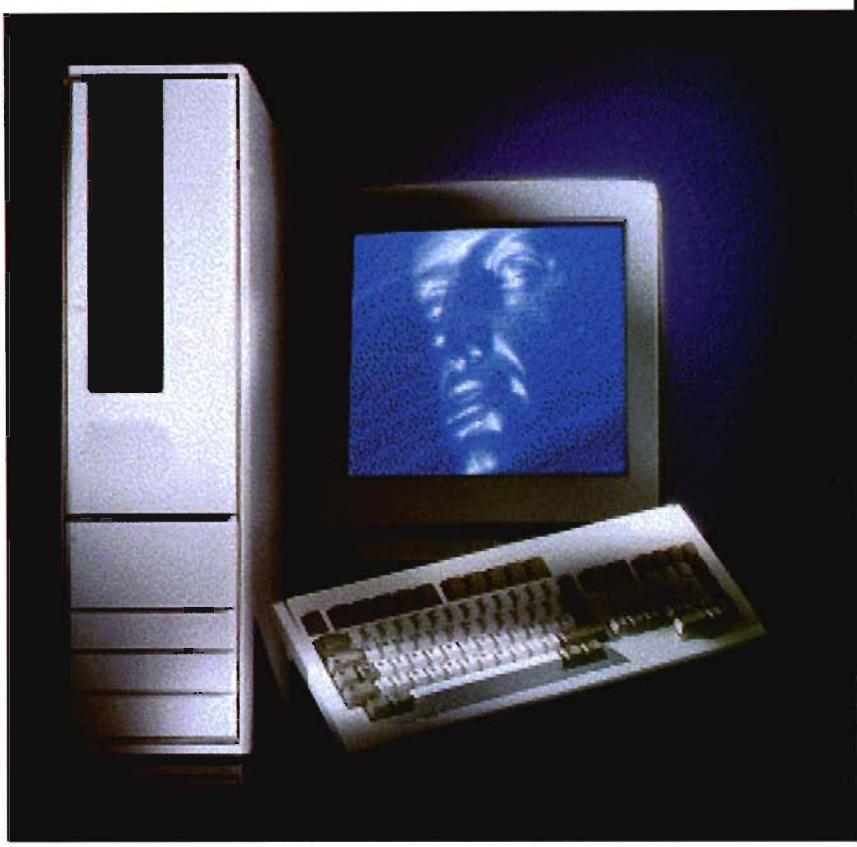

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# An Open Letter to the Amiga Community

To: The Amiga Community

From: David A. Ziembicki
CEO, QuikPak Corporation

I want to give all of our loyal customers an update on our continued support of the Amiga market. We are making progress on all fronts and as of this date, and I am pleased to announce and confirm that QuikPak products containing Amiga technology have been licensed by Amiga Incorporated for sale as "Licensed Products". This is the first step in recreating and enhancing the Amiga platform and evolving from the current level of technology to meet the future requirements of multitasking / multimedia computing.

There has been a lot of talk and rumors surrounding what is or is not happening with the Amiga technology. The wide ranging list of topics goes from opinions about the lack of commitment by the companies that have survived until now, through a laundry list of "must have" features for any "successful" Amiga based products, and to heated discussions of what is being done wrong by many involved with the Amiga. We at QuikPak will not participate in the rumor mill. There is much more important work to be done in order to sustain the Amiga based products currently available, and devote R&D resources to continuing this fine "breed". My only comment to those that say nothing positive is being done, look at the new companies and products being announced every month in this publication.

It is no surprise that many loyal Amiga users became impatience during the years after Commodore's bankruptcy. The truly amazing part of the recent Amiga story is that a QuikPak A40XX Tower, when coupled with available options, is still the best value for non-linear video editing available - bar none. With the release of Motorola's 68060 66Mhz CPU, available as a factory installed option, power users can get an additional 32 % increase in performance over even the fastest 50Mhz accelerators, and includes a fast wide SCSI Hard Disk controller. Look for benchmarks for this system in the weeks to come.

A final thought. The key to how far and how successful Amiga based computers can go rests with you, the end user / purchaser. Show your continued support of the platform by buying and / or upgrading your Amiga based system. We and Amiga Incorporated are doing everything we can to bring you back the now and future Amiga technology, today and forever. Now you need to help by supporting us with you product purchase dollars.

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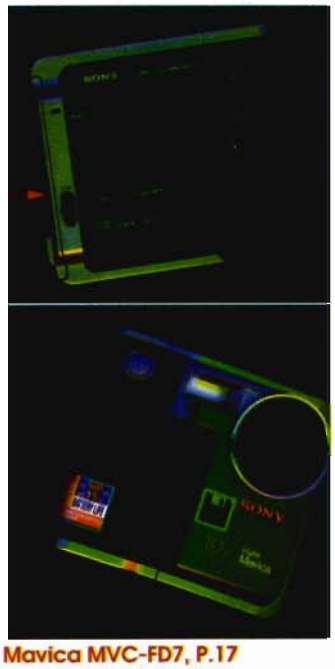
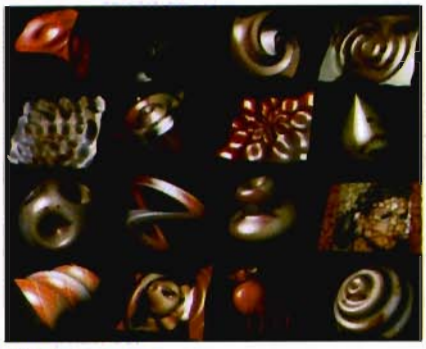


Mavica MVC-FD7, P.17



Wild Fire, P.12

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## 9 New Products & other neat stuff

Catalyzer from Legacy, S-VHS for your Amiga, CygnusEd Professional 4, Flyer SCSI Cases, and more!

## 12 Wild Fire

*by Dave Matthews*

Amiga graphics heat up. In an age of lowered expectations for Amiga enthusiasts, it is particularly nice to see the enthusiasm that the crew behind Wildfire display.

## 15 DiskSalv 3

*by Nick Cook*

Second only to that horrible moment when you slam your locked car door and see the keys dangling from the ignition is realizing that you've just deleted a file that you need.

## 17 The SONY Digital Mavica MVC-FD7

*by R. Shamms Mortier*

Being forced to live without a digital camera is no fun, probably akin to trying to kick any drug habit. Shakes, shivers, and quivers disturb a night's sleep, and you find yourself sobbing uncontrollably while reviewing your stored image data.

## 20 YA3DTE— Yet another 3D Type Effect

*by Nick Cook*

Adding an additional dimension to your text and graphics is easier than you think!

## 26 On Line

*by Rob Hays*

Tricks to installing those pesky "floppy only" programs on your hard drive. Choose the right Amiga pet for your system.

## 26 This old Workbench: Episode13 Scalos and Newicons V4.1

*by Dave Matthews*

Scalos offers a more traditional workbench while providing a set of new features and Newicons is...well, newicons!

## 33 Color f/x

*by R. Shamms Mortier*

A few suggestions on using ImageFX to apply a color effect to a forgotten image or animation to resuscitate it and give it new life.

## Amiga Show Reports


### 42 MidWest Amiga Expo

*by Bob Scharp*

A gathering of Amiga souls was held in Columbus Nov 1-2. Read the latest on all the exhibitors and their products.

### 45 Cologne Germany's Computer '97 The Amiga Returns

*by Bob Scharp*

The Amiga returned to the show it first created and turned the heads of 50,000 attendees.

### 46 Computer '97 A Developer's View

*by Kermit Woodall*

Kermit from Nova Design offers his insights into the Amiga's largest coming out party.

### 47 Petro's Show Remarks

The text of Petro Tyschtschenko's opening address at the Cologne Computer '97.

### 48 An interview with Jeff Schindler, General Manager of Amiga Inc.

*by Bob Scharp*

"The product we wish to bring out first is the improved operating system O.S. 3.5. This would include the best of say internet, drivers and printer support to name a few."


## DEPARTMENTS


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# Editorial Content

## Cologne '97

This issue, a special thanks goes to Bob Scharp who has done an outstanding job in getting photos and information from both the Midwest Amiga Expo in Columbus, Ohio and the international Cologne, Germany exposition, Computer '97. I also want to thank Kermit Woodall, of Nova Design, who has also provided his insights on Computer '97. I appreciate the effort put into these reports. Their appreciation for the work of others and the interests of our readers gives their coverage depth.

Bob and Diana Scharp do have an ulterior purpose. The Scharps now manage the Gateway Computer show scheduled for March 14th and 15th in St. Louis. They plan on doing an even larger show this year and I heartily recommend it.

Cologne '97 was a perfect opportunity to contact European developers and encourage them to attend the Gateway event. Of course, while they were priming these developers, they were also viewing a lot of new Amiga products. Read their special reports starting on page 42 of this issue.

### Amiga Inc.'s Announcements

Prior to the Developer's event scheduled for November 14, word from Amiga Inc. was that major announcements would be made. Friday evening, Jeff Schindler, Amiga Inc.'s General Manager, addressed a large audience on the basic scope and future direction of the Amiga, but not the exact details on new hardware designs or impending operating systems.

Mr. Schindler started by stating he has talked to R.J. Mical a lot (an early collaborator on the Amiga) and he has watched old video tapes about the original designers of the Amiga. "It really gave me the feeling of how special the Amiga is.

"It really really makes me proud to stand up here as the General Manager of Amiga Inc. You have the energy and from that I get swamped with phone calls and lots of email. So keep 'em coming." Mr. Schindler went on to say the Amiga is a community, it is about people and they have a lot of input.

"We do have a vision and our vision is to become a low cost standard technology for convergence products." Schindler was in charge of Gateway 2000's Destination TV project, the first true convergence of TV and Computer technology in one system.

Amiga Inc. will not produce Amigas. Amiga Inc. will supply design specifications to others. "Our business is to be in the future of the Amiga technology. What we are doing is trying to move that technology forward and come up with an architecture so that OEMs and others can take that and build other parts we want." Mr. Schindler stated they would also see that Amiga software was compatible on all systems, no matter who made it. "When you see that boing ball, you will know that it will work."

One main goal is to make sure the Amiga is recognized. He wants to make certain everyone knows what an Amiga is. Another important goal is to keep the Amiga backwardly compatible. This will mean the Amiga will be able to maintain the large quantity of shareware and other applications already available.

"It is critical that the Amiga adopt world standards." Mr. Schindler admitted that there are some things the Amiga will be able to do on its own, but in every case, the Amiga should also be able to read and utilize the standards from other platforms.

Mr. Schindler stated that Amiga Inc. had created a three year "road map" to drive the Amiga. One of the reasons he would not go over these items was the secrecy currently required.

According to Mr. Schindler, projects and user demands such as 3D, digital broadcast and surround sound makes choosing a current CPU almost impossible. The demands of these projects means that the CPU may need to be substantially different than the processors available today. He stated that the Amiga must prepare itself for a world of cable modems.

Mr. Schindler offered a lot of questions concerning the new design of the Amiga but with few hard answers. He readily admitted that the Amiga required effort in almost every area, but that Amiga Inc. was still surveying their options. "We want to make sure everything makes sense down the road."

Mr. Schindler recognized that there would be a lot of work on the Amiga OS 3.5 accomplished by projects already completed by other people. What Mr. Schindler did promise was that there would be no false announcements. Amiga Inc. would continue to announce only what they have ready to produce. He stated they are taking a lot of time building the right organization with the right people.

In the question and answer session, Mr. Schindler acknowledged that Amiga Inc. would be leveraging as much as possible off of Gateway 2000 for best prices and possible software ports. He also announced that there was already a budget in place for both Amiga organizations through the year 2000.

Amiga Inc. wishes to continue the Amiga business and Amiga Inc. has made its first public appearance. These are hopeful signs on which to build our Amiga's future.

Sincerely,

Don Hicks
Managing Editor


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# AMIGA International, Inc.

# They're Back... AMIGA 1200s for North America

One of the Amiga's most popular editions is returning to North America. Amiga International is re-releasing the AMIGA 1200 in NTSC beginning December 1, 1997. Don't miss this opportunity to purchase one of the most popular Amiga systems of all time.

The AMIGA 1200 includes:

- Motorola 68EC020 / 14 MHz, 2 MB RAM onboard
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- AA Graphics System, colour palette: up to 16.8 million colours (24 Bit), 256 of them displayable simultaneously or more than 640,000 in HAM8
- Graphics resolutions: from 320 x 200 pixels noninterlaced 50 Hz up to 1280 x 512 pixels interlaced 50 Hz or 640 x 480 pixels noninterlaced 60 Hz or 640 x 400 pixels noninterlaced 70 Hz and many more freely programmable modes
- Video and Genlock capable
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- Keyboard: 96 keys
- Mouse: high resolution 400 dpi, 2 buttons
- 16-Bit IDE Interface for internal 2.5" harddisk, 44 pins
- Floppy Disk Drive 3.5" DD internal, 880 KB AMIGA, 720 KB MS-DOS
- Interfaces: serial RS-232c (modem), parallel (printer), external floppy drive, 2 mouse/ joystick ports, video RGB (monitor), video composite (TV, video recorder), RF modulator (TV antenna), stereo audio
- PCMCIA-V2.0 16-Bit interface for RAM (max. 4 MB, 16 bit), Ethernet, or other expansion cards
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- AmigaOS 3.1 with preemptive multitasking

Technical specifications subject to change without announcement.

**Special: HardDisk version comes with 170 MB harddisk**

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# FEEDBACK

## JAVA for the Amiga is a must.

**Dear AC,**

I was pleased to learn from Mr. Hays' On Line column in the October 97 issue that someone, Final Development, is working to bring Java to the Amiga. It's becoming obvious that platform independent Java is the wave of the future. Java is not just for PCs; it's also being used for cellular phones, smart cards, and network computers.

A lot of software developers are betting their future on Java, some 400,000 as of June 97. Microsoft is forcing independent developers to look to Java for their survival. Java is too compelling to ignore. Developers can develop a product once and with relative ease test and market it to all platforms connected to the Internet.

In the near future the average consumer won't buy a Windows machine. Who wants to be locked into a big clunky expensive machine that breaks down when you ask it to rub its tummy and pat its head at the same time. Migrate to Windows 20xx with no guarantee that your application software will even work? Forget it.

High level languages are slower than assembler languages and use more RAM, still faster CPUs and more RAM are cheaper than programmer's time. Additionally, Java has shown that it will not corrupt files and bring down a machine. There will always be a place for assembler level and even machine language code where processing speed is critical and for other special applications, but that doesn't preclude Java being the language of the Internet.

The consensus seems to be a fivefold increase in developers' productivity with Java. Some have reported a tenfold increase. With performance like this even Bill Gates can't stop platform independent Java.

The Sun Microsystems is currently suing Microsoft for Java license violations. Microsoft allegedly has made their Java programs platform specific to Microsoft. It appears that Microsoft is trying to lock users into their fractious suite of operating systems. Even if Microsoft wins, it will only slow the emergence of Java.

I hope Amazing Amiga will do an article on Java for us Amigans. I also hope that Amiga Inc. develops a close and intimate relationship with Sun Microsystems. If we, the Amiga community, embraces the Java paradigm, make it our own, the Amiga will grow to its rightful position of prominence in the Information Age. We then can glory in our triumph over the forces of darkness.

In the mean time I'll continue to bang out brilliant and insightful work with Final Writer on my trusty A3000. And one of these days I'm going to bring my A1000 out of the closet, install a 6810, and use it for off-line printing. Hey it's still a good machine.

Sincerely,
Bill Kehrberg
Pinnacle, NC

P.S. I see no reason why AC shouldn't rise to world-wide prominence along with Amiga Inc. A 'go with the flow' strategy may bring some short term-successes and extend survival a little longer, but the winners adopt a strategy of 'turn the crank in the direction of the flow, only turn it a little harder'.

Please extend my gratitude to the entire staff of AC. Right now, you are my lifeline to the Amiga community.

*Amazing Computing/Amiga will cover the JAVA language as soon as it is released. Interestingly, there are several companies working on a release of Java for the Amiga.*

**Dear AC,**

I want to say thank you for all the effort that goes into the magazine. The front cover is always filled with stunning graphics, the articles are very informative, as well as the ones that tutor new techniques with software. I always look forward to the next volume. I thank the Lord and ask him to bless all who work, to make Amazing Computing the best Amiga resource magazine on the market. I would also like to write to Amiga International and thank them as well, however, I lack the proper address. I really feel the need to thank the ones, who are fighting to keep the best computer ever made, up and running.

Thank you so much.

May you be richly blessed,
Patrick J Payne
Portsmouth, VA

*Dear Patrick,*
*Thank you for your kind words, they are always needed and appreciated. You can send all correspondence to:*
*Petro Tyschtschenko*
*Amiga International Inc.*
*Robert-Bosch-Str 11B*
*63225 Langen Germany*

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Learn about the power and secrets of ImageFX from one of its experts. Bohus Blahut, who Nova Design (ImageFX creators) entrusted with the creation of their latest ImageFX demo tape, guides you through four projects on this one hour videotape.

Catalyzer explores ImageFX's region handling, powerful text effects, warp and swirl animations and even the secret of animating ImageFX's famous lightning effect. Catalyzer includes a support floppy disk with all the material you'll need to follow along with the videotape. Catalyzer's SRP is $39.95.

*Legacy Maker TEL: 773-465-5158. E-mail: jcompton@xnet.com. Web Site: http://www.xnet.com/~jcompton/catalyzer.html.*

### "Sorry, Wrong Number" Nova Sector Engineering

The information in our December issue had an incorrect telephone number for Nova Sector Engineering. The correct contact number should be 616-831-0765.

### National Amiga Offers Flyer SCSI Cases

National Amiga has announced a SCSI case for the Toaster/Flyer. Sold for some time to their local clients, this case will house the hard drives, tape drives and CD-ROM drives that are commonly used in Toaster/Flyer systems. It will also provide cooling to keep drives running at optimum levels.

National Amiga calls the device, "a stylish looking box built of high quality, and is also rather simple to assemble. All drives mount on snap in rails for easy maintenance. It has been designed with the Flyer Octopus cable in mind since there are 3 Centronics SCSI connections on the back for the three separate SCSI channels that the Flyer uses. Powered ISA slots are also available inside for adding in time base correctors and vector scopes.

For more information, please view National's website at http://www.nationalamiga.com/flyercase.html.

*National Amiga, A Division of ARCHTECH Incorporated, 111 Waterloo St. #101, London, Ontario N6B2M4, Phone: 519-858-8760, Fax: 519-858-8762, email: sales@nationalamiga.com*

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*Stefan Ossowskis Schatztruhe, Gessellschaft fur Software mbH, Veronikastrasse 33, 45131 Essen Germany, Tel: 011 201 78 8778, Fax: 011 201 79 8447, Email: stefano@schatztruhe.de or see their website at www.schatztruhe.de*

### New Numbers for Asimware

Asimware Innovations' telephone numbers have changed. The new contact numbers are: TEL: (905)575-1042, Fax: (905)575-0095, and Technical Support:(905)575-1507

*Asimware Innovations Inc., 600 Upper Wellington Street, Unit D, Hamilton, Ontario L9A 3P9, Canada.*

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*Turtle Enterprises can be reached via email: videoturtle@hotmail.com or by dialing (818)-967-3341.*

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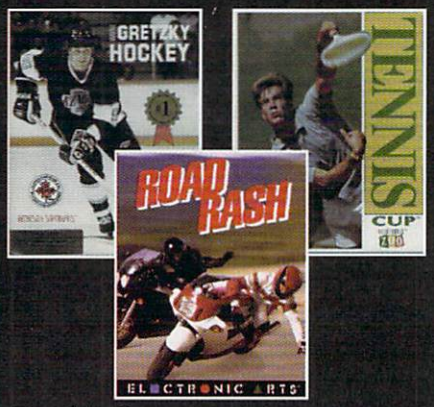


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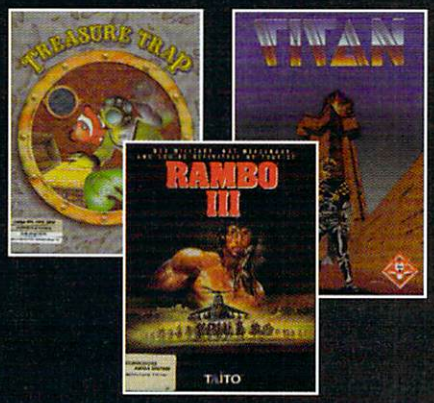


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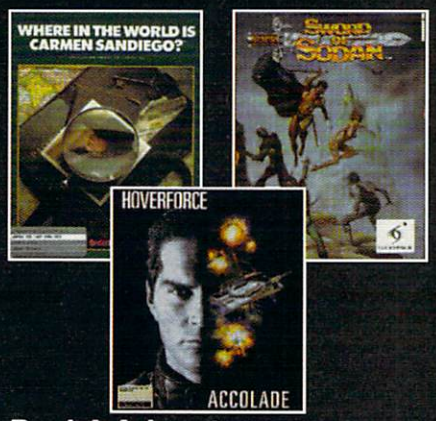


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# Amiga Graphics Heat up

*Preview by Dave Matthews*

Wildfire is a new entry in the Amiga graphics market, one that looks to be a must-have for the serious Amiga graphics maven. Developed by WK-Artworks, Wildfire is a 3D graphics and effects generator, with some very innovative ideas.

According to the authors, The commercial release on CD of Wildfire 5 will make it's debut at the Computer'97 in Cologne. This will include a printed manual, and tons of examples, tutorials, effects etc. In the meantime, there is a Demo available on Aminet (in both native and Amiga PowerPC versions- more on this later).

Figure 1 shows Wildfire's main screen; behind this unassuming facade lies a wealth of graphical magic. The large window shows Wildfire's "desktop" which is structured like the Workbench, and allows you to visually organize your Wildfire projects. Wildfire shares most of the common image processing abilities found in other programs of this type, but artists familiar with programs such as Nova Design's ImageFX will find Wildfire takes a somewhat different approach.

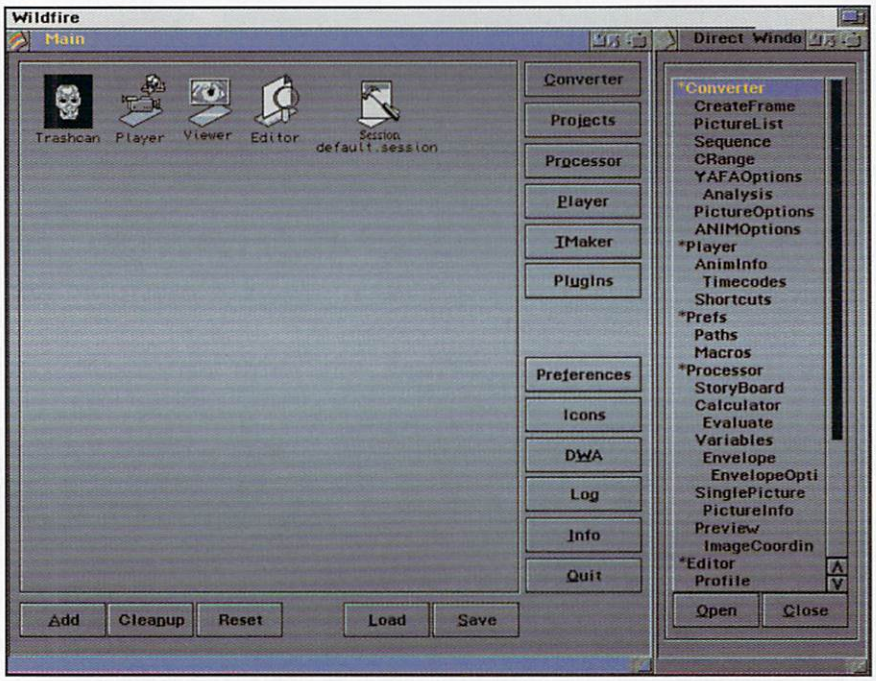


Figure 1: The Wildfire main screen

Unlike the more painterly approach taken by other programs, where you generally apply an effect, see the result in the preview window, apply another effect etc., Wildfire's approach is more structured, more project oriented. While this approach has less immediacy, and a higher learning curve, (Wildfire can be a bit baffling at first, so be prepared to spend some time poring over the extensive documentation), once you get the hang of it, you can do wildly complex images and animations with a few mouse clicks.

This "batch" type approach allows for easy creation of complex effects requiring multiple images and steps that would be extremely difficult in another program. I was somewhat disappointed to see the tutorial files were missing from the Aminet demo. A few small tutorials would do wonders to help the newcomer get up to speed. These are promised to be included in the commercial release.

In particular, this approach is very powerful for working with animations, and this is where Wildfire really shines. Wildfire is just as happy to apply an effect (or multiple effects!) to a single image, a series of frames, or an entire animation.

Further, you have considerable control over the process, with time dependent special effects, and you can even sync your sound track (ProTracker modules, and 8SVX sound

samples) to the animation. You can also setup up projects, to string multiple images, effects, and animations together. Wildfire even has a dedicated Transition maker for stitching animations together in interesting ways.

Wildfire supports (among others) Amiga ILBM, PNG and JPEG image formats for loading and saving, plus IFF and the new YAFA animation formats. Not happy with the current state of Amiga animation formats, Michael Henke's YAFA is an attempt to leap frog the old Amiga anim format, with such features as support for 2...256 color anims, and also HAM and HAM8, planar or chunky frames, options timecode and palette per frame, delta or XPK compression, annotations and more.

> In an age of lowered expectations for Amiga enthusiasts, it is particularly nice to see the enthusiasm that the crew behind Wildfire display.

See Figure 2 for the Convert Window. This is the foundation of Wildfire, where you select your input and output options, whether a single picture, animations or sequences of pictures. Figure 3 shows the Processor/effects window, in which you select from a myriad of special effects. These effects are external "plugins" which makes it possible to easily add new capabilities.

In addition to the normal array of effects, Wildfire also features many 3D effects, such as warping, wrapping images on a cube or other 3D objects, bump mapping, and can even import Lightwave 3D objects! You'll want a hefty pile of RAM to use these however, and a fast processor, and lots of hard drive space; while Wildfire can certainly be used to good advantage on an '030 Amiga with 8MB RAM, the 3D effects will swamp low end systems almost immediately. See Figure 4 for examples of Wildfire's 3D prowess.

For those power hungry Amigoids with a PPC Powerup board from PhaseV, you will want to grab the latest demo from Aminet, which supports both native Amigas and the Powerup boards. Wildfire also supports Cybergrafx v3, as well as the native Amiga chipsets. For more examples of what is possible with Wildfire, do a search on "wildfire" on Aminet, there are many Wildfire example pictures and animations available.


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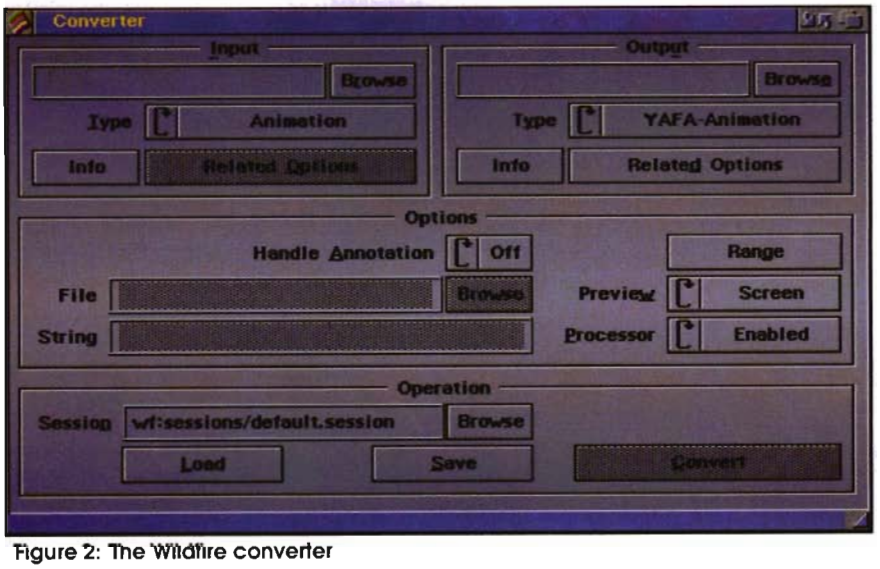



Figure 2: The Wildfire converter

**Some Wildfire features:**

- fast and comfortable Converter: input: YAFA, ANIM5/7/8, MPEG, image-sequences output: YAFA, ANIM5/7/8, image-sequences
- Preview for almost any operation
- Project-Editor which allows the creation of large and complicated projects easily using the mouse
- Effect-Generator featuring time-dependant parameters via envelopes
- a stunning library of effect-PlugIns
- some really new effects, real 3D-effects
- (un)loading of PlugIns at any time
- Envelope-Editor
- Timecodes-Editor
- Transition-Maker for easy creation of transitions between two animations
- easy-to-use Player-interface
- Filmstrips to simplify the perfect timing of huge projects
- AnimInfo-function displaying size-profiles etc.
- font sensitive GUI without MUI
- internal gadget-tool box which handles mathematical expressions instead of only plain numbers
- calculator which allows for example the export of user-defined symbols to the gadgets in the whole-program
- ARexx-port with about 400 commands
- macros, custom-windows, docks
- import of images from other programs
- Developer-Kit (with working example) which allows you to create your own effect-PlugIns

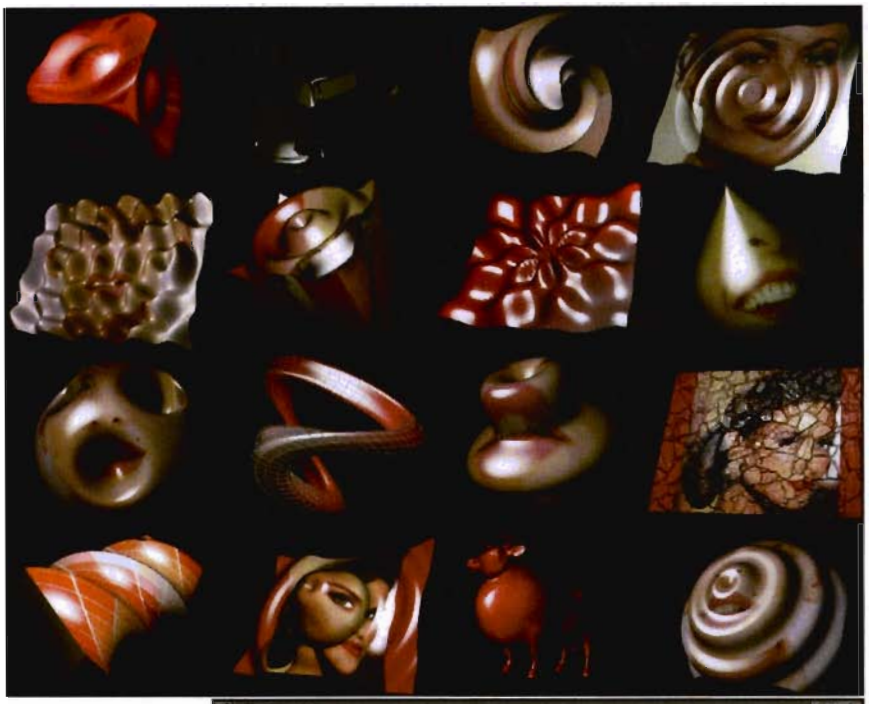


**Figure 3 (top): Wildfire's arsenal of 2D/3D effects**
**Figure 4: (Bottom) Examples of Wildfire's 3D Prowess**

In an age of lowered expectations for Amiga enthusiasts, it is particularly nice to see the enthusiasm that the crew behind Wildfire display. Simply put, Wildfire is a must have program for all serious Amiga artists, particularly those into animations and video.

At the time of this writing, no information was available on price or availability of Wildfire in North America, though the program is listed at 299.00 DM and 499.00 DM on the Wildfire homepage. Stay tuned for an in-depth look at the full release of version 5, with hopefully more information on purchasing it here in North America.

And as always, I can be contacted via Amazing Computing, or by email: dm05438@navix.net

**Wildfire**
**Professional Animation Sequencer**
**Authors: WK-Artworks - Andreas Maschke, Program Author**
**Andreas Kuessner, Wildfire Project Manager**
**Michael Henke, YAFA animation format and player**

**Aminet: BIZ/Demo/WildFirePPC.lha and BIZ/Demo/WildFirePPC2.lha**
**URL: http://www.oberland.com/amiga/wildfire/**
**System requirements: AGA or graphics board, 68020+, OS 3.0+, XPK (for YAFA)**

**Contact info:**
**Wildfire-Support: eksec@eure.de (Andreas Kuessner)**
**Wildfire-Homepage: http://www.oberland.com/amiga/wildfire/**
**Wildfire Distribution:**
**Oberland Computer**
**In der Schneithohl 5**
**61476 Kronberg, Germany**
**Tel. ++49-(0)6173-6080**
**email: info@oberland.com**

•AC•

# DiskSalv3

## Gotta disk problem? Help is on the way...

Second only to that horrible moment when you slam your locked car door and see the keys dangling from the ignition is realizing that you've just deleted a file that you need.

*by Nick Cook*

Your hard drive tosses up a requester curtly informing you that it has a check sum error. Or you stick a disk into your floppy drive, only to have the drive gronk and gronk and gronk and gronk. You sputter helplessly at the screen for a second, then unleash a torrent of abuse, questioning the computer's parentage.

Welcome to the wonderful world of disk errors. Every computer platform is prone to these demons. You could experience a hard error, caused by damage to the surface of the disk. Disruption of a directory or file's data structure triggers a soft error. In either case, you are in trouble.

A "must have" program (not to be confused with "must see" TV) is one which restores damaged files. Early Amiga operating systems included the dreaded "disk doctor," a program which held the dubious distinction of sometimes creating more problems than it cured. Former Commodore engineer Dave Haynie created a much improved product named "DiskSalv." Although originally in public domain, it is now commercial. "DiskSalv 3" adds functions over those in the last public domain release (which is also provided on the disk).

DiskSalv offers enough options to make the unpleasant task of a file rescue easier. Specific pattern matches can be saved for reuse, for instance. Most welcomed is DiskSalv's ability to work on logical or physical devices. For example, I have a 540-meg hard drive divided into several different partitions. If a problem develops in only one, DiskSalv can focus on just that partition. This is good deal faster than if the program had to process each partition on the hard drive, good or bad.

### Salvage and Repair

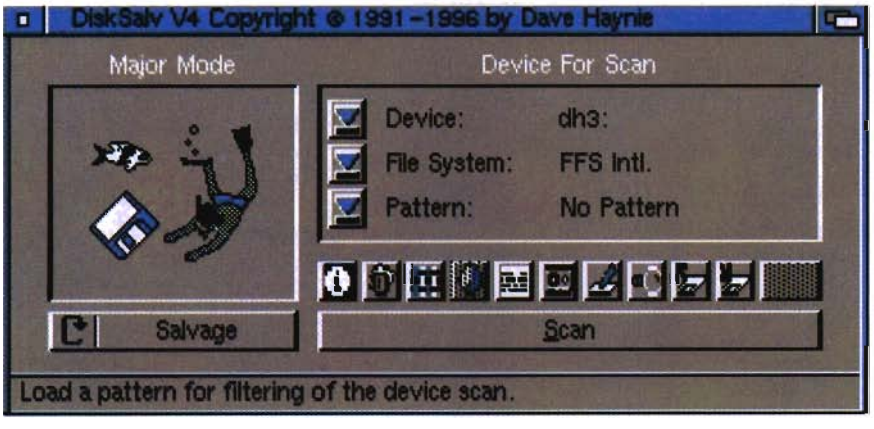
You will probably spend most of your time in the "Salvage" and "Repair" modes. "Repair" tries to fix a device's file and directory structure on the disk itself. Any offending files (usually the ones that caused the problem in the first place) are detached from the directory. You can try to salvage them later, or just delete them. Although you can choose a "Fast" or "Slow" option, the Repair mode can take some time to complete. I've left my Amiga on overnight while DiskSalv worked through a particularly knotty error.

The "Salvage" mode attempts to extract as many file objects as possible from a damaged partition, including previously deleted files or parts of files (using a pattern match can reduce time saving "junk"). You can select and copy objects to safer media. While DiskSalv can't save everything, it pulls enough from the abyss to make you feel a little better after a hard drive crash. Like Repair, this process may take some time to complete.

Second only to that horrible moment when you slam your locked car door and see the keys dangling from the ignition is realizing that you've just deleted a file that you need. Really, really need. DiskSalv's "Undelete" mode lets you recover those oopsies. However, the files must have been recently deleted; older deletions are generally history. For example, if you delete File A, then later File B and still later File C, it has been my experience that DiskSalv probably won't be able to get back File A. I've also had Undelete trash a few file headers, resulting in a restored, but unreadable, file.

### But Wait, There's More!

"Check" mode does just that: scans a device's file structure. You may want to use it before launching on a full-blown Salvage or Repair operations. Bits and pieces of deleted files



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can scatter across a hard drive after a while. The "Cleanup" mode removes this file flotsam. DiskSalv also includes functions best left to those who know how to use them, for example, device writers.

The "Backup" mode seems to be nothing more than a glorified batch-and-copy command. While it outputs to tape or disk, no data compression is available. This limits its usefulness significantly, so owning a separate backup program is still a good plan.

### See Here!

The font-sensitive interface is clean and well designed, although the small picture icons can become difficult to distinguish if used on a high resolution, 24-bit screen. However, a small box at the bottom of the window labels the button as the mouse pointer passes over each one.

Documentation is provided in AmigaGuide format (which can double as DiskSalv's "Help" function). It is one of the better-written doc files I've seen, with perhaps only ImageMaster R/T's on-line docs topping DiskSalv's for quality and clarity. I sometimes wandered off topic by following the interesting links Haynie provides.

The included standard Install program does the job well. A thoughtful touch is a separate Install program to create a stand-alone, bootable floppy disk version of DiskSalv. If a truly hideous hard drive problem prevents your Amiga from booting, the floppy at least allows you to boot a copy of DiskSalv to try and sort out the mess.

DiskSalv 3 is a solid piece of work and worth the money. Even if you are extremely lucky and never experience a file foul-up, having DiskSalv 3 nestled in your software collection will at least give you peace of mind. Because, who knows? One day, your hard drive may toss up a requester informing you that it has a check sum error.

**DiskSalv 3**
**Programmed by Dave Haynie**
**$35.00**
**Intangible Assets Manufacturing**
**828 Ormond Avenue**
**Drexel Hill, PA 19026-2604**
**FAX: 1 619 853 3733**
**http://www.iam.com**

•AC•

## ONE MORE TIME!

In a letter, Horace Walpole wrote "it was said of old Sarah, Duchess of Marlborough, that she never puts dots over her i's, to save ink". You may not be that bad, but perhaps you do tend to be "thrifty," like using a printer ribbon until the print is only legible on the Bold setting.

The BFormat PD utility is for all fellow cheap-skates. AmigaDOS formats only perfect diskettes; even if only one block is "bad," AmigaDOS deems the entire disk unusable. BFormat is a CLI-only utility that allows you to format those less than pristine disks by mapping out the errors. The program supports the Fast File System, any type of floppy disk, hard drive partitions, and RAD: devices. The only limitation is that Track 0 and Track 80 must be good.

BFormat camouflages the bad blocks from AmigaDOS. When a block cannot be formatted, the program marks it as "in use". These marked blocks are not attached to any specific AmigaDOS file, so AmigaDOS doesn't attempt to use them.

The BFormat command contains switches to flag for the file system type, as well as the options FAST, QUICK, and SLOW. The latter verifies each track with four different patterns, and lives up to its name.

I have used BFormat only on floppies. One disk contained 22 bad sectors. After BFormat completed its task, the disk indicated that it was 1% full — those were the bad sectors. Two cautions, though:

1. BFormat does not restore data; all data on the disk will be lost, just as with a regular "format" command;
2. If your disk has one hard track error, that may be a sign that the disk is on its way out, so don't put your life's work on one.

BFormat is a cinch to use, even to those of us who use the CLI as a last resort. The docs are concise and easy to understand.

**BFormat 4.0**
**T.A. Nery, R.W. Bowers, Bob Bush**
**Aminet: disk/misc/bformat4.lha**

# The SONY Digital Mavica MVC-FD7

**Being forced to live without a digital camera is no fun, probably akin to trying to kick any drug habit. Shakes, shivers, and quivers disturb a nights sleep, and you find yourself sobbing uncontrollably while reviewing your stored image data.**

*by R. Shamms Mortier*

At the moment, I do not own a still-video camera. I have owned two previously. The first was a Canon Xapshot, which I reviewed in *Amazing* about five years ago. The Xapshot was one of the first affordable prosumer digital cameras on the market. Its high end cousins were being sold at prices ranging from $5,000 to $15,000 when the Xapshot was released at a price of about $1,000 (if you can find one, it could probably be had for around $100.00 today).

The Canon Xapshot was not the best camera when it came to image resolutions, since the pictures it took were configured as 320 x 200 72 DPI images. It had a somewhat expensive disk ($10.00 each) that held 50 images in a prioritized Canon format. A video-out cable could be connected to the video-in on an Amiga digitizer (I used the DCTV unit), and the images could be downloaded to the screen.

Once on the screen, the images could be processed and enhanced in ImageFX. I remember using it to do an article about my visit to Greg Gorby, the father of Aladdin-4D, on a journey to his Ohio studios. The Xapshot used regular AA batteries, and as I recall, they had to be replaced after about 200 shots. I finally traded the Xapshot for an audio board.

Soon after disposing of the Xapshot, and being by now addicted to digital photography, I purchased a Kodak DC-40. It also sold for around $1,000. Instead of a disk, the Kodak held 48 images internally. It used more expensive Lithium AA batteries ($7.00 a pair), and could take about 500 images before the batteries needed changing (as long as I was careful to turn the camera off between takes).

Getting the images to my Amiga was a more time consuming process. The Kodak DC-40 came with its own connection cable and software, but only for the Mac or PC. So to get the images to my Amiga, I had to utilize a Mac or PC first, then save them out as TIF files on a PC disk, and access the images from that disk on the Amiga (as you know, the Amiga can read PC disks).

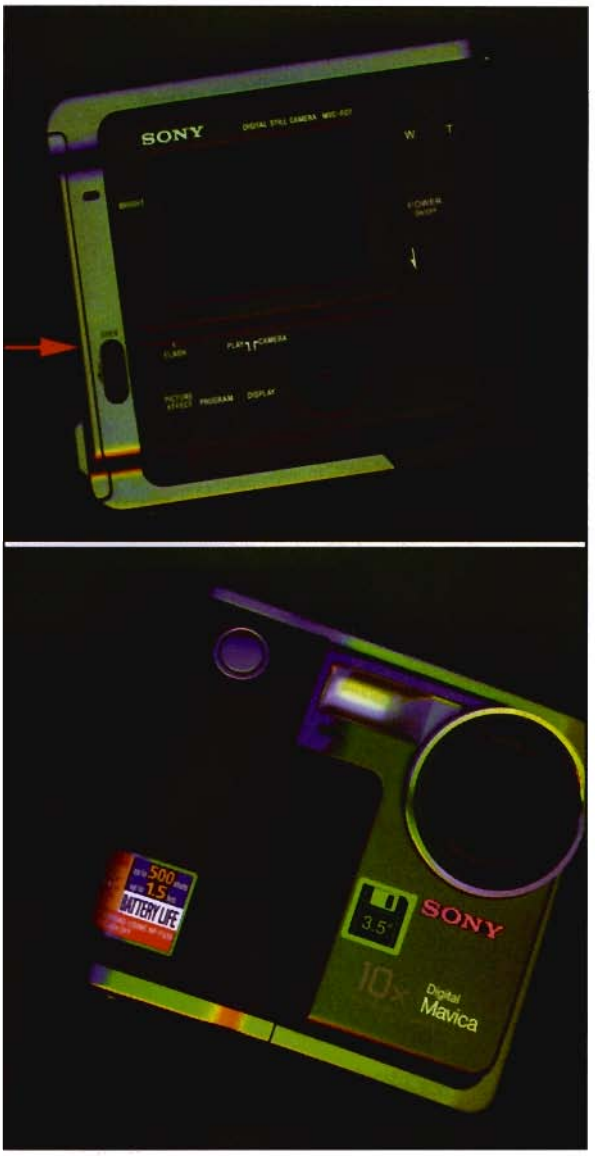


**Figure 1. The top half of the image shows the back of the Mavica MVC-FD7, with the red arrow pointing to the side where the floppy disk is inserted. The LCD screen is in plain view. The bottom half of the image displays the front of the camera.**

**Figure 2. Extreme close-ups, like these shots of printed pages from about 1/2" away, produce pretty sharp results. use a tripod and positioned lights if you want the work to look scanned in.**

I used ImageFX again to save the images as IFF files. Resolution was somewhat better, coming in at about 512 x 400 at 144 DPI, which was easy to translate into what my Amiga video productions needed (72 DPI full screen overscanned graphics). The Kodak produced images in its own prioritized format, so the TIF conversion had to happen first on either a Mac or PC,

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since Kodak did not (and as of this writing, still does not) offer any DC-40 drivers or enhancement software for the Amiga. In October of 1997, forced to upgrade to a Windows NT machine from my aging Pentium, I traded the Kodak camera as part of a barter.

Being forced to live without a digital camera is no fun, probably akin to trying to kick any drug habit. Shakes, shivers, and quivers disturb a nights sleep, and you find yourself sobbing uncontrollably while reviewing your stored image data. Well, maybe that's a bit over dramatic, but once you have tasted the delights of using a digital-still camera in your work, it is difficult to do without.

In late October, I got a call from a well meaning friend who described his recent purchase, a SONY digital-still camera known as the Mavica MVC-FD7. Even worse, he suggested I borrow it in order to test its features, hoping that I would get hooked and join the emerging Mavica users worldwide. Borrow it I did, and now, I know I must find a way to own one myself. Here's why...

Figure 3. Even with the flash turned off, the MVC-FD7 takes sharp and usable images.

### FD7 Feature List

Unlike the previous digital-still cameras I have experienced, this SONY camera has a rechargeable Lithium battery pack. Right off the bat I find that tremendously attractive. Not having to purchase new batteries constantly takes a load of frustration away. There is a slight catch however. Since it wouldn't be fun to have the battery pack run down in the middle of a shoot, it's a good idea to purchase an extra one, and have it fully charged and ready in the case.

There are a number of other features that really make this camera the possible perfect choice, but let's cover the important Amiga issue as a big part of one of those features. The SONY camera saves its images to a PC high density floppy disk that you insert directly into the camera. This is so exciting I almost can't stand it (easy, big fella!). The images are saved in JPEG format, at either a comparable compression ratio of about 65, or at a more quality related compression setting of 90. Higher settings mean less compression, not more, so higher settings take more disk space. At the low setting, you can store about 30 or so images on a disk (depending upon the complexity of the images), while the setting of 90 allows you to save about 15 images to disk. Why is this so important to Amiga users?

Figure 4. The in-camera effects include grayscale, sepia, negative, and pastel.

Remember the Amiga can read PC Disks—a facility built into the 2.x and up operating systems. This means the disk can come out of the camera to be inserted directly into an Amiga high density disk drive (these drives are typically built into 3000s and 4000s). Since the images are JPEG compressed, they can be accessed through ImageFX, and even PageStream (as long as you have PageStream's JPEG converter utility installed). All of the major platforms read PC disks (Amigas, Alphas, Macs, SGI...), so the Mavica disks are instantly recognizable by all platforms. Besides, JPEG is as ubiquitous an image format as they get, so the PC Floppy/JPEG combination makes the Mavica a digital-still camera for all seasons.

## ...and more

Instead of looking through a viewfinder, the SONY Mavica has a built in viewscreen, just like a high end video camera, allowing you to see exactly what the framed area looks like. Unlike the lower priced FD5 Mavica, the FD7 offers digital zoom as well. This allows you to zoom way out for widescreen captures, and also to get as close as 1/2" from a subject for closeups. Flash can be toggled on, or you can trust exposures to the automated setting.

If that isn't enough, this SONY gem has on-board effects processing. This includes Negative (reversing the hues in your image), Pastel (which creates a soft painting effect), Sepia (replaces the hues with a range of sepia tones), and B&W (instantly translating your color shot to grayscale). Another group of Auto Exposure settings are also included:

Soft Portrait Mode: Blurs out the backdrop so that your foreground image pops out.

Sports Lesson Mode: For recording fast moving subjects, like individuals involved in sports.

Beach and Ski Mode: Adjusts the settings to compensate for strong and/or reflective light.

Sunset and Moon Mode: For taking pictures in dark environments, like fireworks at night.

Landscape Mode: For blurring out foreground features in favor of distant background elements.

Full playback features are also folded in, and can be played back on the camera's LCD screen. This includes a thumbnail slideshow display of all of the images already on the disk. I like to use this as little as possible, since playback features are too much of a drain on the battery. When necessary however, you could use these features to see and delete specific images on the floppy in the field. Time/date stamping can also be set on the LCD screen.

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## Conclusion

If you plan to take still life shots, it's probably best to use a tripod. That's because shooting while looking through the LCD viewfinder can disrupt your ability to hold the camera still. If the images are to be used for video stills, the lower quality setting will suffice. If your output is targeted to DTP, then use the high quality JPEG option.

If you lust after an Amiga digital-still camera, I highly recommend that you investigate the SONY Mavica MVC-FD7. It has a market price of around $800.00, and I'll bet the street price will be about $600.00 if you wait a few months. As an Amiga camera, its resolution of 640 x 480 pixels at 72 DPI is perfect for capturing videographic imagery, and doubling the DPI settings in your image processing software (from 72 to 144) gives you very good images for DTP work. There are higher resolution cameras on the market, but not with these features at this comparatively low price. Now,.. how can I get my own,.. hmmmm.

**SONY Mavica MVC-FD7 digital-still camera**
**SONY Electronics, Inc.**
**1 SONY Drive**
**Park Ridge, NJ 07656**
**http://www.sony.com/mavica**

•AC•

Figure 1: The translucent white and black text objects in position.

# *Yet Another 3D Type Effect

## Adding an additional dimension to your text and graphics is easier than you think!

*by Nick Cook*

You've read enough of these introductions by now that a new one isn't needed. Instead, we will have a pop quiz. Ready? What dimension do desktop publishers and designers want to add to the page? I'll hum the *Jeopardy* theme while you think ...

Ding! Well?

If you said "The Fifth Dimension," thank you for playing and we have lovely parting gifts (see that really big stack of Rice-A-Roni over there?). But if you said "the third dimension," congratulations! This month's tip adds depth with an embossed effect for headlines.

### DRAWSTUDIO

DrawStudio's ability to fill characters with bitmaps simplifies the production of an embossed headline.

**STEP ONE:** Create an object to serve as the text's background. Next, we need to fill it with a texture. Select Attributes from the Object menu or use the right-Amiga L keyboard shortcut. Click on the Bitmap button in the Fill Colour section, then on the Edit button. If you've preloaded bitmaps with the View>Bitmap menu item, select the desired texture from the list. Otherwise, click on New then Edit to go to the Edit Bitmap Fill panel. Click on the New button to bring up a file requester. Once you've loaded a texture bitmap, click on its name to use it. Set the Fill Type gadget to Tile.

**STEP TWO:** Enter your text somewhere else on the page, then click on the arrow icon to make it an object. Use the Clone or Duplicate functions to create two copies. With an embossed object, you may want to see some of the underlying texture's character in the embossing "hills." DrawStudio's nifty Opacity command comes in handy here.

**STEP THREE:** Select one text copy and re-enter the Attributes gadget. If not already active, click on Solid in the Fill Colour section. Choose Edit. Make sure 100% Black is highlighted, then select New. An entry, suitably named "New_Black," is added to the list. Click on Edit, and the Edit Colour panel appears. Change the color's name to something snappy like "Translucent_Black." Drag the

Figure 2: There was this evil orge named Billy, who wanted to rule the world.

# AMIGA REPAIR CENTER

Are you tired of waiting 4 to 6 weeks to have your motherboard or computer repaired? Are you further frustrated upon discovering that the repaired motherboard or computer is still not functioning properly? Paxtron has the solution. We can turn around your broken equipment generally within 24 or 48 hours after it is received. Our prices are more than fair. Our replacement parts or components are new and our technicians were originally factory trained by Commodore/Amiga. On July 2, 1997, Paxtron was appointed an authorized Amiga repair center by Amiga International. Our technicians' telephone hours (to answer tech support questions) are between 2-4 PM Eastern time, Monday through Friday. Low prices, fast turn around.

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**ONLY!!! AUTHORIZED AMIGA REPAIR CENTER DOING (SMD) SURFACE MOUNTED DEVICE REPLACEMENT.**

| MODEL | COST | MODEL | COST |
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| A500 | $54.00 plus parts | A4000 | $169.00 plus parts |
| A2000 | $85.00 plus parts | A4000 Tower | $185.00 plus parts |
| A3000 | $105.00 plus parts | CD32 | $95.00 plus parts |
| A3000 Tower | $169.00 plus parts | CDTV | $95.00 plus parts |
| A600 | $65.00 plus parts | A3000 upgrade 16MHz to 25 MHz—$79.95 | |
| A2000,3,4 Keyboard | $35.00 flat rate | (Other Amiga Items—Call for Pricing) | |

1. Above pricing is for repair of basic Amiga PC Boards only and does not include floppies or hard drives.
2. Above pricing is for PC Board repair. If entire computer is sent, add $15.00.
3. New motherboards are available for the following systems: A500, A500-plus, A2000, A3000, A1200, A600 & A4000.

# Access

## THE MULTIMEDIA DELIVERY PLATFORM

Access is the first newly licensed Amiga motherboard in quantity production designed for the corporate customer. The Access is a low cost Corporate Multimedia delivery platform based on the Amiga Chip Set and Operating System, with an all new motherboard design. The unit has been designed for kiosks, training, public information displays, presentations, etc.

- 100% Amiga compatible.
- Motherboard fits into standard 5 1/4" hard drive bay.
- Motorola 68EC020 14 MHz or 68EC030 28 MHz.
- On board 2Mb CHIP RAM, on board 2Mb or 8Mb FAST RAM.
- Base machine achieves 2.3 times faster performance than a stock A1200.
- IDE Hard disk interface.
- CD-ROM driver in Flash ROM.
- Standard Amiga floppy disk drive.
- ISA expansion slot for low cost modems and Ethernet networks.
- Sound sampler with microphone input.
- Real Time Clock.
- Non Volatile RAM for configuration information.
- CD-DA audio input connector and mixer.
- Combined MPEG1 and Genlock option.
- Board sold separately or in cabinet with floppy, etc.
- Priced to sell.

PAXTRON can customize the design of the motherboard to meet particular needs, adding new features or removing unnecessary parts to keep costs to a minimum. The design is flexible so that a range of motherboards can be built which have 90% common parts, mount in the same case, can be flexibly manufactured using computer controlled production equipment, and therefore allow rapid delivery of small batches at an economical price.

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**Circle 153 on Reader Service card.**


Opacity slider (on the right side of the panel) down to about 75%, though you may want to experiment a bit. Select OK three times on the different requesters to fill the copy with your new Translucent Black color.

**STEP FOUR:** Repeat Step Three with the second text copy, but fill it with a Translucent White color.

**STEP FIVE:** Place the translucent white text on top of the object created in Step One. Then stack the translucent black on top of, but slightly below and to the right of, the translucent white text object (Figure 1).

**STEP SIX:** Make the original text object active. Fill it with the texture bitmap used for the background object.

**STEP SEVEN:** Stack the filled original text object on top of the translucent white and black objects. Arrange the original text so that it fits snugly between the white and black objects. In other words, only white should be visible behind the top and left of the original text, and only black should be seen below and to the right of it.

Group the objects and export the graphic. You must export the illustration as a bitmap; the Encapsulated PostScript (EPS) format does not support bitmap filled characters or transparent colors.

### PAGESTREAM 3

You can also emboss inside PageStream 3. Here's how:

**STEP ONE:** Load your graphic for the background texture.

**STEP TWO:** Enter your text. Click on the arrow icon, then on the text to make it an object.

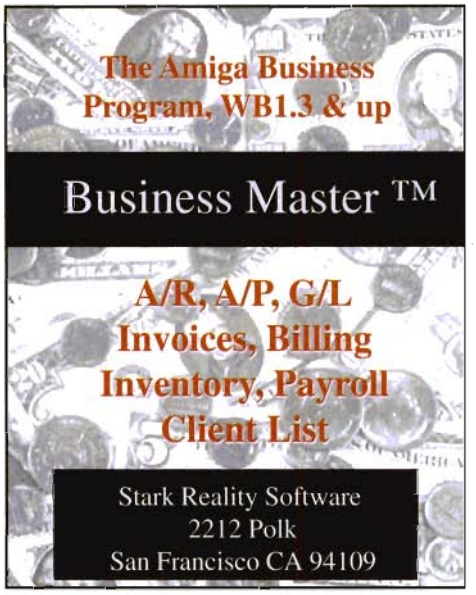
**STEP THREE:** Duplicate the text object twice.

**STEP FOUR:** Activate one of the text objects, click on the text icon and use the mouse to highlight the text. Select Line/Fill from the Type menu and fill the characters with black (if it is not black already). You may want to "fatten" the text by adding a 2 point black outline.

**STEP FIVE:** Repeat Step Four with the other copy of the text object, but this time fill it with white.

**STEP SIX:** Place the white text on top of the object created in Step One. Then stack the black on top of, but slightly below and to the right of, the white text object.

**STEP SEVEN:** Duplicate the background image. Stack the duplicate image on top of the original text object.



Circle 126 on Reader Service card.

**STEP EIGHT:** Make the text and image objects active, either through shift-clicking both or clicking the left mouse button and dragging the dashed line around both.

**STEP NINE:** Select Mask>Mask Graphic from the Object menu. The text "fills" with the texture bitmap.

**STEP TEN:** Stack the masked text object created in Step Eight on top of the white and black objects. Arrange the masked text so that it slotted between the white and black objects (Figure 2).

Before version 3.2, PageStream didn't include the Mask Graphic command needed for Step Nine. Substitute this workaround instead:

**STEP NINE (prior to version 3.2):** Draw a rectangle around the text object that is as wide and tall as the image. Click on the arrow icon and select both the rectangle and text objects. Choose Object>Merge Paths command (this creates a composite path of the two objects). Select the Object>Line & Fill menu to open that requester. Change the box Fill to solid White and toggle off the line stroke. Stack this compound object on top of the image.

## PERSONAL PAINT

Some of you may be asking yourselves, "Self, why should I muck around with stacking type when most Amiga image processing programs have embossing filters?" Fair question.

The embossing effect most image processing programs output has a flat gray background. If that's what you are after, you have got it made. However, if you want to use textures, as we have in the two previous examples, you'll have to do something different. One method would be to load the texture bitmap as a brush in a paint program and use it with the Fill function.

A second way would be to fiddle with the palette so that the gray of the embossing effect is color zero, the transparent color. We'll use Cloanto's Personal Paint to illustrate this example, since it defaults to a gray page.

**STEP ONE:** Load the texture bitmap as a brush. Remap the brush's colors if needed. Do not allow colors zero (gray), one (black), and two (white) to change. Click on the Fill icon with the right mouse button, and select the brush as the pattern fill.

**STEP TWO:** Click on the filled rectangle icon, and drag out your text's background.

**STEP THREE:** Enter your text in black.

**STEP FOUR:** Hit the "b" key (or click the cut icon) to start the cutting tool. Holding down the right mouse button, drag the bounding box around the text. Release the button to pick it up.

**STEP FIVE:** Select Process from the Brush menu. When the list of effects appears, pick Emboss (either High or Low, your choice) and click Proceed.

**STEP SIX:** Not a bad Emboss effect, huh? Move the brush over the texture rectangle. Since gray is the transparent color, the texture is visible inside the embossed letters.

You could stamp the brush down at this point, but you may want to perform one extra step. Select Process again, then apply the Light Blur filter. When the blurring is finished, stamp down the brush (Figure 3). The blur smoothes out the sometimes rough edges of the emboss filter, and generally softens the text. On the other hand, it dulls the colors and reduces legibility slightly. You'll need to decide if the trade off is worth it.

Embossing type can give an "elegant" look to a page, or is handy when having to recreate things such as credit cards. A simple adjustment can also change the effect. Just by reversing the position of white and black stacks, the embossing becomes engraving.

Now, I'll take "Famous Geek Facts" for $50, Alex. •AC•

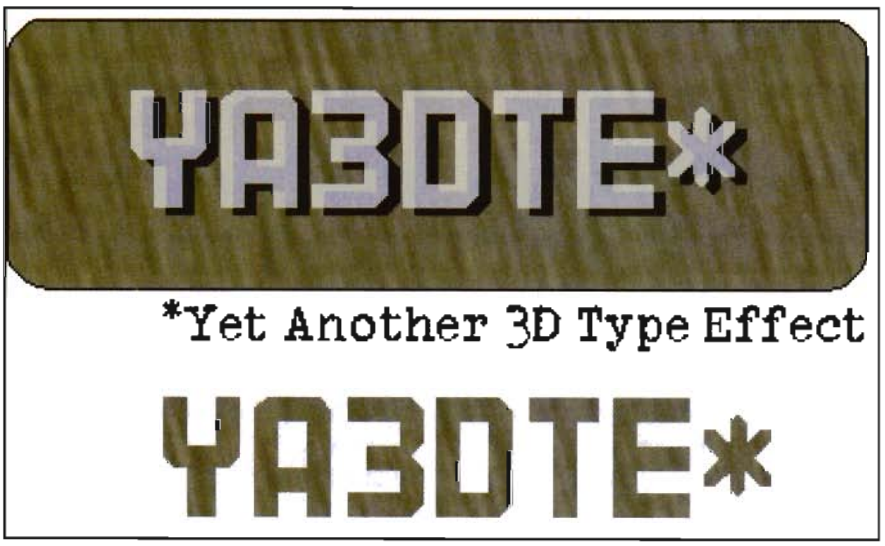


Figure 3: Notice how the blur effect (top) smoothes out the roughness of the original embossing effect (bottom).

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# PHASE 5 ACCELERATORS

## POWER PC ACCELERATOR BOARDS FOR AMIGA COMPUTERS

The Cyberstorm power PPC is the high-end Power Up accelerator for Amiga 3000/4000(T) systems and systems with a compatible processor slot. It features a high-performance Power PC604e RISC processor in different clock speeds of 180 and 200 MHz. A socket is provided for either a 68040 or a 68060 companion processor, a memory expansion option for up to 128 Mbyte of ultra-fast 64 bit memory, a Wide-Ultra-SCSI controller on board and an expansion slot for high-performance expansions such as the CyberVision PPC.

### Features of the Cyberstorm PPC

**VERY HIGH SUSTAINED MEMORY PERFORMANCE OF THE POWERPC AND THE 68K PROCESSOR.**

The CYBERSTORM PPC offers a very fast sustained memory transfer and is therefore perfectly suited for applications which have to deal with large amounts of data. As the memory design of the CYBERSTORM PPC is already under the 68060 CPU some 50% faster than the memory design of the CYBERSTORM PPC is already under the 68060 CPU some 50% faster than the memory design of the CYBERSTORM MKII.

**FAST POWER PC BUS CLOCK:**

The powerPC 604e processor on the CYBERSTORM PPC operates with a 1:3 ratio between the internal clock and the bus clock; the 200 MHz version already operates with a fast 66 MHz PPC604e processor bus. This also supports the fast memory access of the CYBERSTORM PPC.

**A POWERFUL ULTRA WIDE SCSI CONTROLLER IS INTEGRATED ON-BOARD**

The integrated on-board Ultra Wide SCSI controller with a maximum transfer rate of 40 Mbyte/sec on the SCSI bus offers enormous performance reserves with today's fast storage media, especially the fast harddrives which are available for desktop systems.

**FAST ADD-ON SLOT**

A fast add-on slot, implemented on a high quality connector, is available for expansions. A product which will be available in the fourth quarter of 1997 for this expansion bus is the CyberVisionPPC, a high-performance graphics card which is based on the powerful Permedia2 3D graphics chip. This expansion product will significantly increase the performance of all graphics-related applications.

**COMPREHENSIVE PPC LIBRARY**

The comprehensive PPC library which comes along with the CYBERSTORM PPC offers substantial functionality to integrate the PowerPC processor into the Amiga multitasking environment. With this method the transparent and parallel operation of the two CPUs is made possible, and the programming and use of software applications that utilizes the power of both processors is very comfortable.

**OTHER FEATURES OF THE CYBERSTORM PPC:**

- CPU card design fits into the A3000 (T), the A4000(T) and systems with compatible processors slot and mechanical dimensions.
- Both CPUs share dynamically (that means, on demand) the access to the bus and into the complete address space of the system,
- Upgradable with up to 128 Mbyte of 64-bit wide Fast-Ram, fully autoconfiguring.
- Startup software in a flashrom which can be updated on demand by software.
- Fully automatically, jumperless configuration.
- Comprehensive software package including the PPC library and the CyberGraphX V3 drivers with a PPC-native MPEG library and a PPC-native CyberGL 3D library.
- High quality manufacturing and components, made in Germany.

## COMBO PPC PACKAGES.

**AS NORTH AMERICAS LARGEST PHASE 5 DEALER WE HAVE USED OUR PURCHASING POWER TO OFFER VERY SEPCIAL PRICES ON "COMBO" PPC PACKAGES.**

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**COMBO PACKAGE #2**
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**COMBO PACKAGE #5**
Blizzard 603E + PPC 250 MHz ($874.00) and new 68060/50 CPU ($130.00) for a total of.....$1004.00

**COMBO PACKAGE #6**
Blizzard 2604 PPC 200 MHz ($1115.00) and new 68060/50 CPU ($130.00) for a total package of.....$1245.00

**COMBO PACKAGE #7**
Blizzard 2604 PPC 180 MHz ($999.00) and new 68060/50 CPU ($130.00) for a total package of.....$1129.00

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Notes:
- 40 MHz CPU packages are also available - call for prices.
- Above prices reflect combination package only.
- Power upgrade registrations have significant discounts upon presentation of proper paperwork.

## • Additional phase 5 products •

- Cyberstorm MKIII (060/50 Built in) includes ultra fast SCSI controller, 64 bit RAM access and expansion connector for CyberVision PPC board. The MKIII is 50% faster than the MKII and holds a max of 128 MB.....$669.00
- Blizzard 1230-IV with 50 MHz 68030/MMV.....$187.50
- Blizzard 1240 T/ERC with 50 MHz MMU and FDU.....$284.50
- Blizzard 1260 with 50 MHz 68060 MMU and FDU.....$557.50
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| G-Lock Genlock NTSC | 359.95 |
| G-Lock Genlock PAL | 369.95 |
| A2000 Combo 030/40Mz w/4Mb & w/SCSI | 399.95 |
| A4008 SCSI Controller for A2000, 3000, 4000 | 109.95 |

**Original GVP made SIMMs for all older GVP boards:**
**4Mb - *$54.95***
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## Modems & InterNet

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| **Supra Expr's 33.6 V34 FAX Modem** | **119.95** |
| **Supra Express 56K x2 Modem** | **189.95** |
| **Supra FAX Modem 33.6 V34** | **184.95** |
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| **Prac. Periph. 14.4 FAX Modem** | **49.95** |
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| **IBrowse 1.1** | **41.95** |
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| **Termite TCP/IBrowse bundle** | **79.95** |
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| **AWeb 3 w/HTML-Heaven** | **41.95** |
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## Village Tronic

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| Ariadne | 239.95 |
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| Picasso to 1080/1084 Cable | 34.95 |
| Liana Network | 69.95 |
| Liana Network 5M | 78.95 |
| **Picasso IV** | **429.95** |
| Concerto Module for Picasso IV | 199.95 |

### *Video Products*

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| **Personal Anim. Recorder, Amiga** | **Call** |
| Personal TBC 4 | $829.00 |
| Vidi Amiga 24 RT Pro | 299.95 |
| Graffiti Graphics Box | 99.95 |
| Video Magician | 25*9.00 |
| Super Scan | 159.95 |
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| Zip Drive SCSI External | $159.95 |
| 100Mb Removable Disk | 15.95 |
| 100Mb Disks (3Pack) | 44.95 |
| Zip/Jaz Tools Software | 26.95 |
| Jaz Drive, 1Gb internal | 309.95 |
| Jaz Drive, 1Gb external | 409.95 |
| 1Gb removable disk | 89.95 |
| 1Gb rem. disks - 5 Pack | 424.95 |
| **3.5Mb Super XL Ext. Drive** | **209.95** |
| **Power Computing 1.76 XL Ext.** | **134.95** |
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| **Quantum 2.1Gig SCSI2 HD** | **299.95** |
| **Other Hard Drives** | **Call** |

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*Call! Prices changing daily.*

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| Lightwave 5.5 Intel | Call |
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| Video Toaster 4.1 Upgrade CD | 499.95 |
| Video Toaster 4000 | 2079.95 |
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| Calibar | Call |

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| Megalosound | 57.95 |
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| Surf Squirrel PCMCIA Card | 139.95 |
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| Siamese 2.5 software only (Ethernet) | 199.95 |
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| A500 Internal Replacement Drive | 49.95 |
| Saturn External Floppy Drive 880K | 89.00 |
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## Phase 5

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| Blizzard 1260 Turbo Board | 589.95 |
| Blizzard 12x0 SCSI Module | 129.95 |
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| Blizzard 2604e PowerPC 200Mz | 1139.00 |
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| Cybervision 64 3D 4Mb | 259.95 |
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| Cyberstorm 060 MkIII w/SCSI3 | 799.95 |
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## Apollo

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|---|---|
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| 1240/25Mz 68040 | 299.95 |
| 1240/40Mz 68040 | 369.95 |
| 1230/50Mz 68030 | 174.95 |
| 1230 Lite 25Mz CPU + FPU | 109.95 |
| 1200 SCSI Module | 84.95 |

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|---|---|
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| | |
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| 3.1 ROM set for A3000, A4000, A1200 (Specify) | 51.95 |
| 3.1 Manuals & Disks (no ROM) | 58.95 |

## AM-TRADE

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Circle 119 on Reader Service card.

# on line

by Rob Hays

amiga telecommunications

## Tricks to installing those pesky "floppy only" programs on your hard drive. Choose the right Amiga pet for your system.

The New Year; traditionally the time for reevaluations and resolutions. If your resolutions include reducing that stack of floppy disks around your Amiga, or getting a pet, you will want to check out some of these programs I recently found on AmiNet.

### dA cOOL iNSTALLER

One of the really frustrating things about many games is the inability to install them on your hard drive. This is the result of protecting the software so that it cannot be copied (at least under normal circumstances). There is little that is more annoying than long pauses in a game for the next section to load from a floppy, especially when the hard drive is just sitting there, spinning away.

While there have been patches and programs for years that will copy this or that game to your hard drive, it is often not enough. When a favorite game refuses to run under a newer version of the Amiga Operating System, you have to resort to another sort of program, known collectively as a degrader. This effectively removes the newer portions of the OS and (virtually) removes extra memory, and other things that chokes older programs. Often, by the time you have the proper patches and fixes, apply them and get everything set up, you have lost interest in playing that game, or it is time for supper.

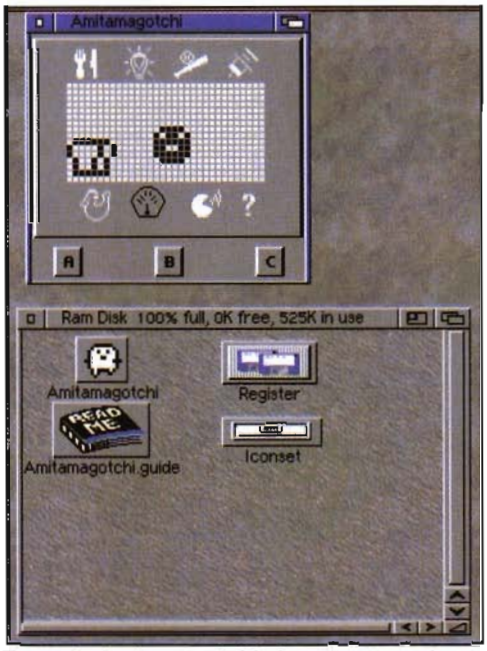


**Figure 1: Amitamagotchi gives you more to look at while your virtual pet grows.**

Enter Andreas Falkenhahn with dA cOOL iNSTALLER (dci). This gem lets you place almost any floppy-only program any place on your hard drive you desire. What's more, the registered version automatically will degrade the system to accommodate the installed game.

When run, dci opens a standard system requestor for you to choose the destination of your program. After this, you are prompted to place the game disk in the internal floppy drive. After a bit, the game is on your hard drive, and you are ready to play. It even supplies an icon to start the game.

The demo version forces a wait of about a minute before the game will begin, limits you to single floppy games that are on bootable disks, and will not degrade your AGA Amiga automatically. One other thing to remember, dci creates a directory called DaThing, so if you plan to install more than one game, rename the first directory, or both games will be in the same directory.

The biggest limitation to this program is it will not install games that don't use the standard Amiga floppy disk file system. In other words, if you insert a game disk into the drive, and "NDOS" or "???" appear under the disk icon on the Workbench, dci can't install it to your hard drive.

dA cOOL iNSTALLER is shareware, with a registration fee of US$15. System requirements are an Amiga with OS2.0+, Workbench installed on the hard drive, and reqtools.library from Nico Francois. This last is included in the archive, along with AmigaGuide documentation.

You can find dci as the file CoolInstaller.lha in the game/patch subdirectory on AmiNet.

### Virtual Pets

There are many respected medical studies that indicate various health benefits are derived from pet ownership. Unfortunately not everyone can have a pet. Budgets, allergies, and

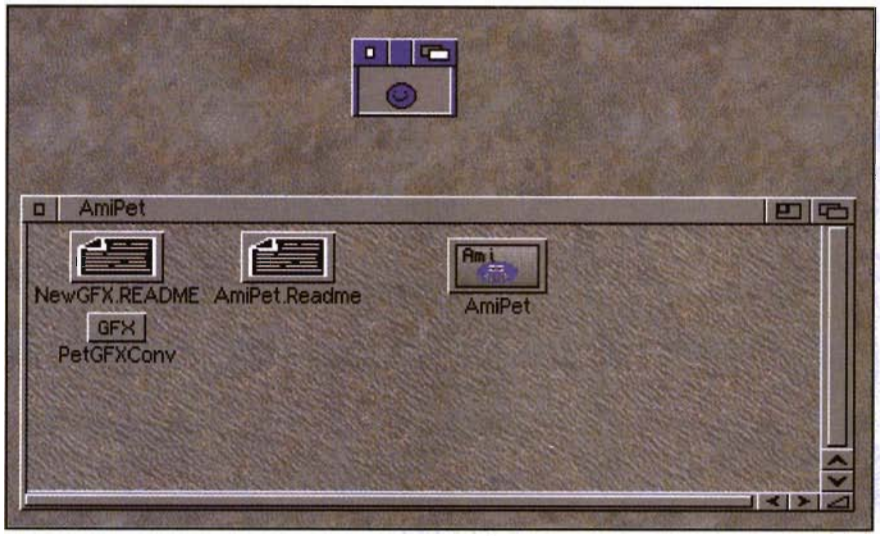


Figure 2: AmiPet gives you the choice of what your virtual pet grows up to be.

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landlords are just a few of the reasons that can keep you from sharing your living space with a live animal.

While I know of no studies concerning the effects of virtual pets on your health, I do know they have been the hottest electronics fad in Japan for the past few years. They haven't had quite the same impact here in the States (yet, anyway), but they are growing in popularity.

If you haven't heard of them, typically they take the form of a keychain attachment, about the size of a small egg. There is a Liquid Crystal Display, and three or four buttons. The idea is, a puppy, kitten, or other small animal is born, and you have to care for it. By pressing the buttons you have to feed and care for the animal, play with it, take it to the vet, etc. If you do all of this correctly, the "pet" grows and thrives. Mess up and it dies, and you have to start again.

There are several clones of these virtual pets you can download from AmiNet to liven up your Workbench, two of the most recent are Amitamagotchi from Pedro Gil Guirado, and AmiPet.

## Amitamagotchi

This one is a clone of the typical tamagotchi pet (Figure 1). Three buttons at the bottom of the display are used to control the various functions. Alerted by audio tones, you have to select the status display, and decide what your "pet" needs, select the appropriate function and click the right buttons.

As of this writing, Amitamagotchi is only at version 0.53, and not all of the functions work, but most do. AmigaGuide documentation in both English and Spanish is included in the archive. Amitamagotchi is freeware, with the author asking for a message if you use it. Find the file amitamagotchi.lha in the misc/emu subdirectory.

## AmiPet

From Loony Juice Software (no author listed), AmiPet opens a simple window that the little creature bounces around in (Figure 2). All functions are through either keyboard shortcuts or a menu.

One unique feature with AmiPet is the ability to change what sort of animal it grows into. Several are available on AmiNet now, and a template and conversion utility are included if you want to design your own "pet".

If your Amiga is short of system resources, this may be the virtual pet for you. The docs say it will run under OS 2.0+, and uses only 60 kilobytes of memory once started. AmiPet is at version 1.10b, and can be found in the game/wb subdirectory on AmiNet.

Figure 3: Be sure to get the latest AWebII patch file.

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## Updates

### Miami

The TCP replacement program Miami from Holger Kruse is currently at version 2.91p, with a new version 3 in the works. This promises to offer the user a choice which GUI enhancement system to use, Magic User Interface, or Class Act. You will also be able to switch GUI engines in mid-session, and return resources used by the GUI to the system when Miami is iconized. For the latest, check out the Miami homepage at: http://www.america.com/~kruse/amiga/Miami.html

### AWebII

If you use the AWebII browser version 3, be sure to get the latest update file. This patches the program to version 3.0b and corrects several problems. Go to: http://www.amitrix.com/aweb.html

Speaking of AWebII, I've recently acquired the full commercial program package, and next month will be devoted to a review.

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## Where To Find Me

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72764,2066 on CompuServe

For U.S.Mail:
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Please include a SASE if you need a personal reply.

If you run an Amiga specific BBS, send me the information callers will need to access your system. Phone number(s), modem speeds, software settings, etc. As a service to the Amiga community I will include the information I receive in this column from time to time.

If you come across any World Wide Web sites you feel would be of interest to the Amiga community, pass them along for inclusion in the HotList of the Month. Send the info to any of my addresses above.

That's all for now. See you on line!

•AC•


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# This Old Workbench: Episode 13

# Scalos and Newicons V4.1

## Scalos offers a more traditional workbench while providing a set of new features and Newicons is...well, newicons!

*by Dave Matthews*

**Figure 1 (top): Scalos- A new Workbench Replacement**
**Figure 2 (bottom): Scalos Preferences**

### Scalos

In the November 1997 issue of *Amazing Computing*, I covered several Workbench replacements, namely Directory Opus Magellan and Mbench. Since then, another Workbench replacement has been released: Scalos. Scalos, programmed by Stefan Sommerfeld, stays very close to the look and feel of the original Amiga Workbench, while adding many new features and power. As with the Magellan and MBench, Scalos features a fully multitasking Workbench, with each window having its own task. Open a Window with many icons, or drag and drop a file from one window to another, and you can keep working, unlike the standard Amiga Workbench.

Scalos requires MUI for the preferences, and several third party add-ons to be fully functional. These are listed on the Scalos Home Page and are all available for free download on the Internet. See Figure 1 for a screenshot of the Scalos Workbench replacement, with windows showing Newicon support and the "view as text" enhancements.

Some Scalos features:

- 100% Workbench replacement, all functions should work like the WB ones
- 64-bit arithmetics for Hard disk sizes
- all Icon-image types are supported such as Backfill or Complement
- full multitasking, every window has its own task, while loading icons any

window function (e.g. Drag & Drop) is available
- icon data type system, newicon data type included
- cybergraphics and 24-bit data types support
- unlimited window patterns, configurable via tool types
- optimized background patterns routine
- directory-notification
- Menu-Preferences to have full configurable menus (includes ToolsDaemon and Parm import)
- big Application interface, anything is possible from outside
- custom Palette and Pattern preferences program
- nearly all WB-preferences will be used, install and uninstall is very easy
- plug-in system to exchange or add features

One thing that both MBench and Magellan have that Scalos lacks is a progress gauge when copying files. This is one area where Scalos sticks a little too close to the original Workbench. On the other hand, one very welcome feature is a Workbench Menu designer, with a nicely laid out GUI. This is one of my favorite parts of Scalos, right after the multitasking! See Figure 2 for the menu preferences program, and Figure 3 for the Scalos take on the Execute Command, Rename, and Delete requesters.

I was somewhat disappointed with the lack of documentation. The small readme file is adequate to get Scalos installed, but far from complete. Of course, much of Scalos is identical in usage to the Amiga's Workbench, which obviates the need for much of the documentation, but more thorough coverage is still needed.

Scalos is very compatible with most all the little goodies I've presented over the course of The Old Workbench, including Magic Menus, MCX, and Newicons. I found it to be reasonably stable, though keep in mind this is a pre-release, and thus may have a few bugs to work out. If you are finding the Amiga's original Workbench limiting, you should definitely check out the Scalos demo.

**Figure 3 (top): Scalos Requesters**
**Figure 4 (middle): Newicons V4 Installation**
**Figure 5 (bottom): Newicons V4 Preferences**

## Newicons V4

There are a lot of new things about Newicons V4. New authors, new icon imagery, and a slew of new features, Newicons is a must see for those interested in workbench enhancement. And it's still free!

For those unfamiliar with Newicons, this system offers many advantages over the stock Amiga handling of icons. Primarily, Newicons offers a method of keeping the Icon colors consistent, regardless of palette or screen mode. The Amiga's standard system makes no provision for an icon's palette, and a carefully crafted icon can turn to instant mush by copying it to a friend's Amiga, or even by changing screen modes. Newicons inserts palette information in the icon, as well as patching the Amiga's system to recognize that information, so the

Figure 6: Newicons V4 DefIcons

icons will maintain their colors as close as possible. In addition Newicons supports up to 256 color icons.

The first thing you'll notice is an improved installer. One nice feature is a graphical interface for installing drawer and disk drive icons. See Figure 4.

Some new features include transparent areas for icons, including transparent dragging, support for Cybergrafx and RTG, font outlining for better visibility, and an option to remove the borders from icons. All these options are accessible using a Class Act based GUI. See Figure 5 for the New Icons Preferences.

In addition to the technical stuff, many of the icons have been given a face lift. Also improved is the DefIcon system, which improves upon the Amiga's fake icon system, which display default images for files without icons. DefIcon includes icons for LZX, PNG and other new files. See Figure 6 for the new default icons.

If you are using Newicons, rush to Aminet and download the latest version right away! If you haven't tried Newicons, you really should. If you don't care for the included Icons, Newicons can be used with any style of icons, from plain to MagicWB. It takes a little work to convert them, but you might find the benefits well worth it.

**If you are using Newicons, rush to Aminet and download the latest version right away! If you haven't tried Newicons, you really should.**

**Scalos**
**Shareware**
**ALiEN DESiGN**
**Stefan Sommerfeld (zerocom@cs.tu-berlin.de)**
**WWW: www.cs.tu-berlin.de/~zerocom/aliendesign.html**
**Requires: Kickstart 3.0 or higher and MC68020 or higher, MUI 3.x (for prefs)**
**Scalos also supports:**
**guigfx.library (available at http://tek.flynet.de or the Aminet)**
**popupmenu.library - which is needed to use the popup menus (available: Aminet: util/libs/pmuser.lha or http://www.algonet.se/~henisak/pm/pm.html)**
**newicon.library (available: Aminet)**

**Newicons V4**
**Programming for Newicons V3 and up: Eric Sauvageau (merlin@thule.no)**
**Documentation, installer, and artwork for Newicons V3 and up: Phil Vedovatti (vedovatt@u.washington.edu)**
**Aminet: util/wb/Newicons41.lha**
**Official Web site: http://www.amiganet.org/Newicons/**

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# Color f/x

## A few suggestions on using ImageFX to apply a color effect to a forgotten image or animation to resuscitate it and give it new life.

*by R. Shamms Mortier*

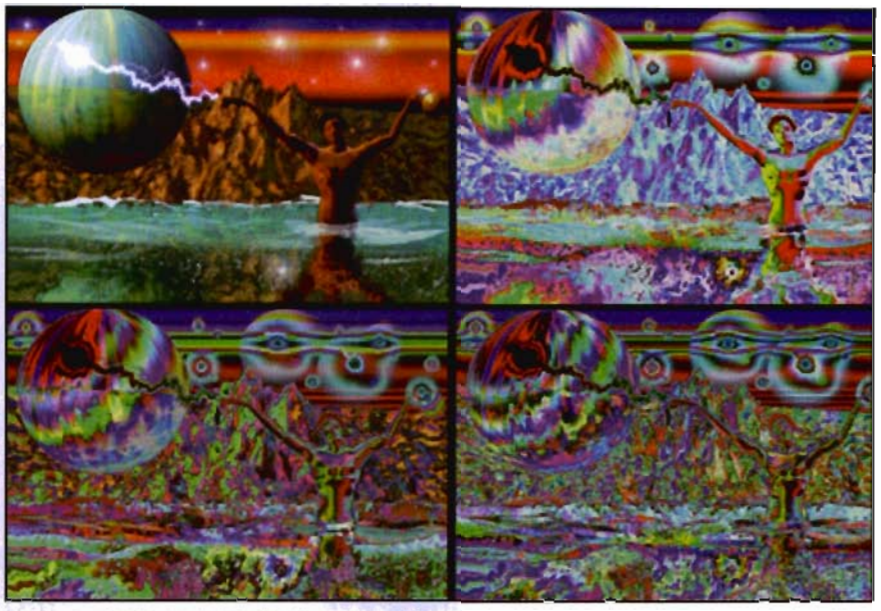

**Figure 1. At the upper left is the original image. Using the Chrome 1, 2, and 3 Color f/x Presets produced these altered color images. The progression of images displays increasing quantities of customized brightness curves, from 1 to 2 to 3.**

Computer graphics is defined by two ingredients, image and color. Each presents the viewer with information that acts to cause emotional and intellectual responses. Images range from cartoony to abstract to photorealistic. Color ranges from black and white to grayscale to a mixture of hues. Whatever the image is capable of suggesting on its own is moderated and augmented when we consider its palette.

A photorealistic image presented in black and white looks posterized, stark, and decorative. Many times a grayscale image presents more image information than the same image presented in color, because the seduction of the color has been removed. This is why grayscale movies (erroneously called black and white movies) seem to hold so much more potential for meaning.

Conversely, grayscale cartoons and fantasy films have a lot less potential for involving the audience in realms of fantasy than do color cartoons. One reason might be that color is closely associated with fantasy, and even the impact of hallucinatory vision. Remember the feeling you got when Dorothy stepped out of her house in the Wizard of Oz, and the film went from grayscale to color?

### Handling Color

How the computer graphic artist and animator handles color becomes a telling aspect of the imagery, and can radically alter the way the image or animation is perceived. A while ago, a person called a "colorist" was assigned the task of applying color to the image or animation. In most contemporary digital studios, this is no longer true, since budgetary demands make it necessary that the same person who generates the image also decides what the color scheme will be (unless an art director or client intervenes).

Color has always been a core feature and subject of interest on the Amiga. When the HAM (Hold and Modify) palettes were introduced, Amiga artists could finally render what seemed to be photorealistic images. When the Amiga pushed past the 16 color barrier in other ways, and allowed for 256 colors with the AGA chip set, a loud roar of applause could

**Figure 2. Here is a selection of Negative Color f/x. Negative 1 is a standard negative application. The second image was adjusted by making only the first half of the pixels in the brightness range move from positive to negative, while the rest move from low brightness to higher brightness, affecting all of the hues. The third sample uses the negative Posterization effect, which results in negative hues, but less total colors overall.**

**Figure 3. These images were altered through the use of the Balance f/x controls: Red to 80 and Blue to -40 makes red replace blue in most of the mid-range of the image; moving the Red and Green sliders up to +50 gives the image a decidedly yellow cast; moving the Green channel to -127 brings out the reds and blues.**

be heard across the Amiga community. 256 colors, especially when animated, can imitate thousands of colors very effectively.

The Amiga was fortunate very early on in attracting some of the best developers in the world to write software that explored image and color enhancement. Nova Design, one of the original developers of image enhancement software on the Amiga, is still around to offer a number of options to the Amiga artist and animator for exploring color options.

ImageFX, Nova's central application, contains easily accessible tools that can give your color work a wide range of possibilities. Most Amiga artists and animators have images and animations that having been used for a targeted project, now languish untouched in a forgotten corner of their hard drive. Applying a color effect to a forgotten image or animation can resuscitate it, and give it new life. Here are a few suggestions for using ImageFX to alter the color content of your images, new and old.

### ImageFX Options

There are several ways that you can use ImageFX to your advantage to alter the color content of a selected image or animation frame(s). They include: Color f/x, Balance f/x, Render f/x, and global palette operations.

**There are several ways that you can use ImageFX to your advantage to alter the color content of a selected image or animation frame(s).**

### Color f/x

These options are designed specifically for color enhancement and alteration. They include: Custom, Negative, Solarize, Posterize, False Color, Gray to Color, Color to Gray, B&W to Gray, Halftone, Change Color, and Antique. Of these, those that are not immediate obvious include Solarize, Posterize, Halftone, Change Color, and Custom. Solarize makes the graphic look like it is reflecting an atomic explosion. Halftone breaks the image up into a series of dots or other patterns that give it a printed-on-paper look. Change Color allows you to globally change any selected color in an image to another hue, a powerful option when needed. That leaves the Custom setting, which is the most interesting and variable of the Color f/x choices.

### Custom Color f/x

There are sixteen presets that can be loaded in as either finished f/x or as starting positions to customize further. The settings are displayed on a graph, and can be adjusted in several modes: Point, Spline, or Line. Points can be added or deleted in any selected mode. For most situations, I recommend Spline Mode, since this allows a smoother transition between points.

What you are manipulating are the pixels in your image, from the lowest to the highest brightness levels. If you move the low points of the curve higher, you are telling the software to "make all of the lowest bright pixels in my image very bright". You can Load and/or Save any customized curve you design. The preset curves in the IFX library include the following seventeen choices: Bumps, Compress, Chrome 1-2-3, Contrast, Destroy, Gamma 1-2, Halve,

Negative 1-2, Negative Posterize, Posterize, Rough, and Threshold. each of the Presets is there to be customized.

The Posterize option, for instance, allows you to posterize selected bright pixels in the image, something no other image processing software allows on any platform. See the accompanying figures for a display of some possible results.

### Balance f/x

ImageFX allows you to alter each color channel (whether RGB, CMYK, or HSV) separately, and also to adjust the "V" or brightness of the image. This is accomplished in the Balance requester. It is managed through moving sliders that control the amount of the mix each channel possesses.

**Dithering should not be used for animation frames, since different dithering from frame to frame creates bothersome jumps and flickers in the palette.**

Set to zero by default (indicating that the channels contribution to the mix is balanced), you can adjust the sliders either up or down. In RGB mode, for instance, moving the Red and Green channels all the way down will de-emphasize the yellow component of the image (which is 100% red and green), and allow the blue to replace yellow. Moving the blue channel up at the same time will make the effect even stronger. Other effects are displayed in the accompanying Figure 4.

### Render f/x

ImageFX allows you to alter the number of colors in your palette, no matter what the palette format of the targeted graphic. Most times, Amiga users change a 24-bit picture with millions of colors to an image with 256 colors, in order to animate a series of 24-bit frames.

When you transform the number of colors in an image's palette, ImageFX allows you to select from a number of dithering options. Dithering allows adjacent colors in the image to transition more slowing, being divided by dot patterns that contain either one or the other color. The eye perceives this as a blended color transition.

You may also select no dithering, in which case ImageFX decides which colors dominate in your image, and which can be dropped. Transforming a 24-bit image to a 16-color palette with no dithering produces a posterized image with less colors and wider areas of the same color. Dithering should not be used for animation frames, since different dithering from frame to frame creates bothersome jumps and flickers in the palette.

Reducing the number of colors in an image also tends to flatten it out. This is perfect for turning photographic imagery into the illustrations found in traditional comic books, and also works well in illustrations accomplished in vector drawing applications. See the examples shown in Figure 5.

**Figure 4. Reducing the number of colors in an image's palette radically alters the impact of the image. Using rendering transformations in ImageFX, the following effects were created: 24-bit image reduced to 8 colors with no dithering; 24-bit image reduced to 2 colors with no dithering; 24 bit image reduced to 16 colors with high ordered dithering. Notice that although the 16 color image is about 10% the file size of the 24-bit original, it looks very close.**

### Global Palette Transformations

Using the Palette requester in ImageFX, you can alter an image's hues by replacing its original palette with

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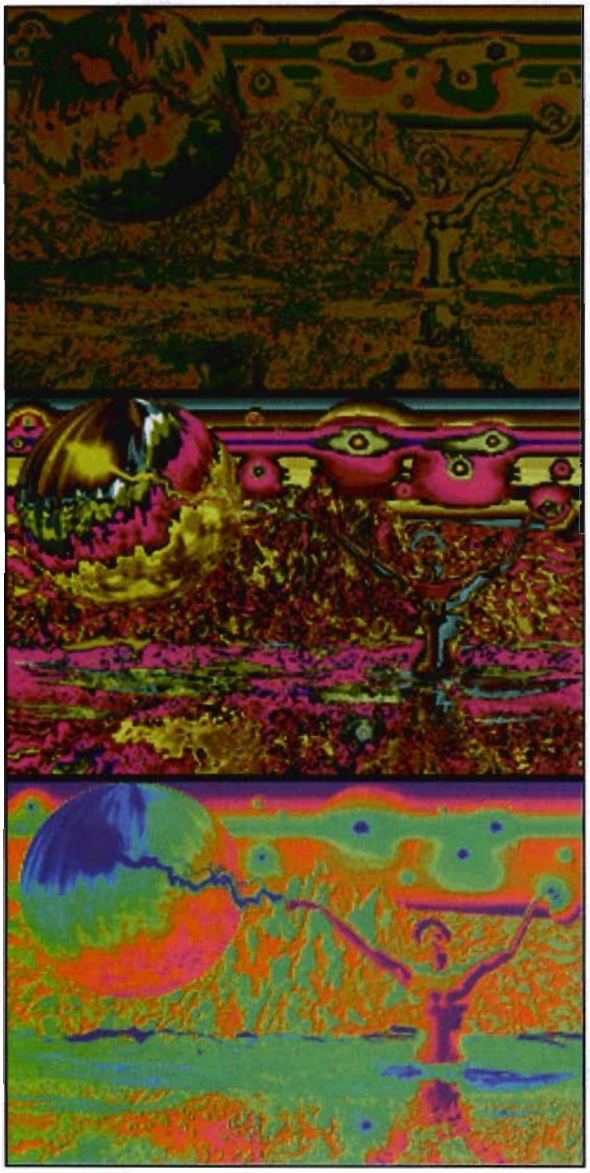

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another. The new palette can come from another image or animation frame, or from one of the included preset palettes that ship with ImageFX. There are 34 customized palette presets in ImageFX that can be used to alter your imported images. This is a technique not spelled out in the ImageFX docs. Here's how:

1. You will need to begin with a 256-color image, because we will be working with "color registered images", that means images whose color palettes have numbered color wells. Either use a 256-color image you already have, or translate a 24-bit image into 256 colors in ImageFX. It's best if the image is not dithered.
2. Go to the Palette panel in ImageFX, and load in one of the palettes from the ImageFX Palette library of choices.
3. Go to the Toolbox panel, and click on the Color option. In the Color f/x list, select False Color, and select "Use Palette" from the choices.

That's it! Your 256-color image will be remapped according to the new color palette you selected. You can also load in a color palette from another image, which is especially useful when working with animation frames. See the samples in Figure 6.

That's all for now. Enjoy!... and we'll see you next time in ROMulan space. •AC•

**ImageFX**
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**1910 Byrd Ave., Suite 214**
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**Figure 5. These images had their palettes altered with the Palette panel technique described in the article: Camel, D5, and Firestorm.**

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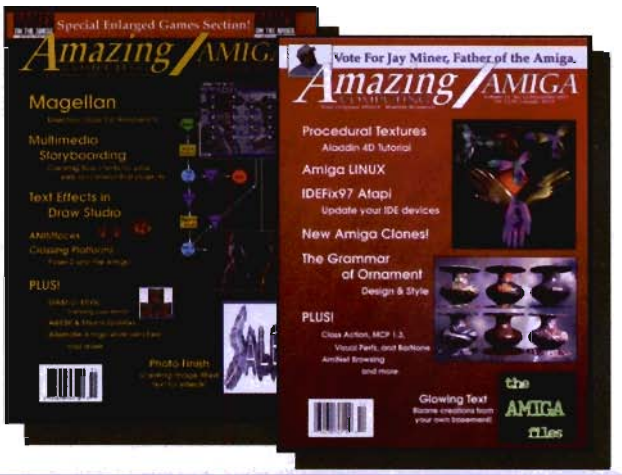


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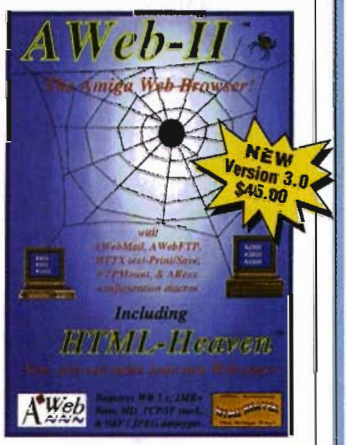


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A composited panoramic view of the MAE show floor as seen from the Amazing Computing booth.

# Midwest Ami Expo

Petro Tyschtschenko, President of Amiga International Inc. gave his welcoming speech Saturday, shortly after the show opened, from the Amazing Computing booth.

Amiga Society of Kentuckiana (L-R) Mike Buford,- President and Quan Lee. They did custom buttons and name tags.

Jim Krych of Video Turtle. The Video Turtle converts RGB to S-VHS for your monitor or video recorder.

*by Bob Scharp*

A gathering of Amiga souls was held in Columbus November 1 - 2. The Midwest Ami Expo, (MAE), produced by AmiCON, the Amiga Central Ohio Network. Mr. Dave Pearce and Ronn Black were my contacts. (www.amicon.org) The club reserved the ballroom at the Concourse Hotel, located at the Columbus, Ohio airport. MAE was open both Saturday and Sunday with Petro Tyschtschenko, President of Amiga International Inc. giving his welcoming speech Saturday, shortly after the show opened.

The Midwest Ami Expo was well attended, with people anxious to hear some news about their Amigas. Attendees and exhibitors alike were busy selling and demonstrating items. Sunday was lighter with most of the folks returning to purchase items they had looked at the previous day, or to get more information about products they had seen on Saturday, but could not get the information on at that time due to the crowds.

## Exhibitors etc.

Dale L. Larson of Connect Your Amiga! fame was selling his Guide to the Internet and other items from his I.A.M. table. (www.iam.com/iam or 610-853-4406)

James Harrison and James Ceraldi of Aurora Works in Canada had a table. They were showing a beta version of their new game H-BOMB. It's designed as a multi-player game and deserves your attention if you are a gamer. (www.auroraworks.com or 613- 549-0204)

Frank Davis of FWD Computing was attending his first Amiga show as a dealer. (http://members.tripod.com/~index or 765-473-8031)

Mr. John F. Zacharias of AEMail fame was selling the latest version of his internet email client. (I bought a copy myself) AEmail can be used to send and retrieve mail over the Internet with an Amiga. It does require a TCP/IP stack such as AmiTCP, Termite TCP or Miami and can run on O.S. 2.1 or later. It's shareware fee is $30, but John had a show special of $24 that was irresistible when you consider you get to talk to the author. (www.calweb.com/~jzachar/)

Mr. Ethan Dicks of Software Results Enterprises was there. He's the author who produced the Golden Gate 2 Bus or GG2 Bus+. This is a slick little piece of work. It lets you add IBM-compatible hardware to your Amiga. The most common additions are extra parallel and serial ports, and network cards. (www.infinet.com/nerd/GG2/)

NCAUG (National Capital Amiga Users Group) was there. Brian Koetting was demonstrating a most ingenious program for children. Maybe that's why I was drawn to it. Kids Stop is an entertaining program for children. If you have children who want some good visual and audio entertainment, without all the blowing up shooting up of most games, this is worth looking at. Brian had it running with a touch screen, but mouse, joystick or even keyboard inputs are accepted. (email: bkoetting@fusn.com)

Ami Tech Dayton of Dayton Ohio was on hand. The whole group appeared to be present from the Schwartz family. Eric, Ron and Phil plus Len Carsner manned the table selling all kinds of stuff. Of course Eric's excellent graphic work was well represented at this table as well as Weingarten Gallery and E.S. Productions, which was conveniently right next door. He had lots of Ami the Squirrel items for sale, and was quite busy. (Weingarten: 937-435-0134, E.S.Productions: www.coax.net/people/erics/ and AmiTech Amiga User Group at: www.coax.net/people/erics/amitech.htm)

Amiga Society of Kentuckiana (ASK) were doing custom buttons for the show and name tags. I wish I had got one of the name tags, they were neat. I did manage to

Kermit Woodall (right) introducing the ICOA's speakers at the Columbus Developers' Conference.

A luncheon on Sunday for User Group representatives was hosted by Wayne Hunt and Lee Stanford.

secure the button. Mike Buford, President and Quan Lee were manning the table when I went by.

ProvTech the Sim adapter folks were present. Keith Siders was selling his Ami Fast 3000 sim adaptor for the Amiga 3000. Keith stated that he didn't have too many left, so if your interested, you might want to call pronto. (812-254-1721)

The Columbus Toaster/Flyer Users Group (TUGALUG) had a bunch of equipment on hand. Kurt Nadder and Steve Easley, both co-founders showed off lots of graphics.

Ted Wallingford of Pantheon Systems was selling programs from his table: Digital Quill, New York, Voodoo and Web FTP. They were asking people to sign up for their new web browser at Ted's email (twalling@pantheonsys.com or 313-365-8414)

Lee Stanford, a programer for ProWave and webmaster of Amiga.org/developer website plus Wayne Hunt of ProWave and the North Alabama User Group were present at the ProWave table. They had their new Flight Notes, a tutorial series for the Flyer professional for sale, as well as Learning LightWave through Logos series and Render FX. Render FX can turn an entire project into a single clip. Working closely with the Traz team at NewTek, ProWave, Inc. has developed a way to transform any toaster effect into a single Flyer Clip. (205-830-2767 or www.amiga.org)

Asimware Innovations Inc. of Canada was on hand with Tammy Lynn Rodley, Manager of Sales and Marketing and Rick Grannini of Tech Support manning their table. They were selling a CD mastering solution for the Amiga. (905-578-4916)

HiSoft's Siamese Systems was being sold by Bill Panagonleas along with a video "Boogie Woogie WHALE". It's a sing along by Phil Nibbeling who was animation director on *Who Framed Roger Rabbit*. The video is made with the Amiga.

Legacy Maker Inc. was on hand. Katie Nelson and Anne Wilmore were selling Legacy issue 1 of their video tapes about Amiga happenings. They also had PAN Canvas a plug in for IMAGE FX and Catalyzer, a tutorial for IMAGE FX.

Kermit Wodall of Nova Design had a table. He was selling IMAGE FX and Aladdin 4D. Corinna was assisting him in addition to doing some seminars on the programs.

Video Turtle was being shown by Jim Kryck of Turtle Enterprises at the C.A.A.U.G. table. Video Turtle is a product that converts your RGB into S-Video. So what you say...well S-VHS is an enhanced form of TV, thus you can replace your old RGB monitor with a less expensive S-VHS monitor/TV. (800-846-3474 or email: videoturtle@hotmail.com)

A.R.C.U.G. (Amiga Response Crew of Indianapolis) is an Amiga group serving Amigan's since 1991. Their table was manned by Jon W. Wilson, President, Andrew Gray and Bryant Pedigo. Don Slane, owner of "Only Amiga BBS Users Group" was selling lots of various items at his table.

WCi Wonder Computers Int. was there in full force. They had several tables, manned by Josh, the Dist. Sales Manager, Mark the President of Wonder, Jeoff, the Ottowa Store Manager and Scott the Assistant Store Manager. Their table was full of all kinds of products, and they were busy every time I walked by. (613-721-1800 www.wonder.ca)

The local dealer in Columbus, Compuquick Media Center was on hand with a booth and Randhir Jesrani, his wife Sarla and son Preet had it stuffed to the gills. Literally boxes on boxes. They brought the whole store with them and were packed with folks anxious to purchase their wares. They also brought my A4000 back for me, which they had been repairing. Yup, it works now, that's what this article is being done on.

Steve Easley, co-founder of T.U.G.A.U.G. (Toaster Flyer User Group) and not shown is Kurt Nadder, also a co-founder of the group.

Ami Tech Dayton club of Ohio. L-R Eric Schwartz, Ron Schwartz, and Len Carsner. The Schwartz's also run the Weingarten Gallery.

Vulcan Software of America was on hand to display their library of Amiga titles.

Photos by Bob Scharp

# Amiga 98

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L-R Rick Giannine—Tech support and Tammy Lynn Rodley— Manager of Sales and Marketing of Asimware Innovations Inc.

The DCG (Downriver Commodore Group) of Michigan was there. Tom Kelly, President and Rob Fry, V.P were handling the table. Of course AmiCON had a large table area themselves. They were selling the "Powered by Amiga" shirts, a big hit.

Amiga Atlanta, the club from Georgia was doing a bang up job selling some great sweatshirts. My wife and I bought two of them. The ones we purchased were black with large words AMIGA running up and down the sleeves, and a big I on the front. They were also available on white sweatshirts. They really look cool!

I had my own booth set up next to Amazing's. It was a professional booth with a backdrop and lights showing off the mugs my wife Diana and I were selling. These porcelain, five color mugs with gold rims have been a big hit. They are microwave safe, and when you put hot liquid in them, the colors change to reveal a different image underneath. The Amiga checkmark on these large white mugs looks great. On the back a smiley face appears when heated, indicating the smiles back, because the Amiga is back.

In the same booth John Wilson, Dave Chapius, Dick and Bert Koerper, plus Diana and I were representing the Gateway Amiga Club, (G.A.C.), of St. Louis, MO. We were selling cozeys. That's a foam holder for your soda can. You slip the can in the cozey and it helps keep it cold, and prevents moisture from getting on your table. It also does a good job of stabilizing the can so you don't spill it on your computer keyboard. Additionally, we were signing people up for information about our next Gateway Computer Show-Amiga98, sponsored by Amigan-St. Louis, and endorsed by G.A.C. You can view our web page at: www.amiga-stl.com

Last but not least was a very prominent table in the corner due to Don Hicks' twinkling Christmas lights covering a large Amiga sign hung prominently on the wall behind Amazing Amiga/Computing's table. It's the one that Petro spoke from. The one where crowds were signing up for subscriptions to Amazing. Don also had copies of Amazing for sale, and was asking developers/dealers/clubs to sign up to be listed in the AC GUIDE. If you haven't done so already, or you have a new product, please update your file by filling out a form in the Amazing magazine, or call at: 800-59-AMIGA for subscriptions. (www.pimpub.com)

What else can I say. I spent too much money, had a good time, and hope to see you all again soon.

•AC•

# Cologne, Germany's Computer '97 The Amiga Returns!

*by Bob Scharp*

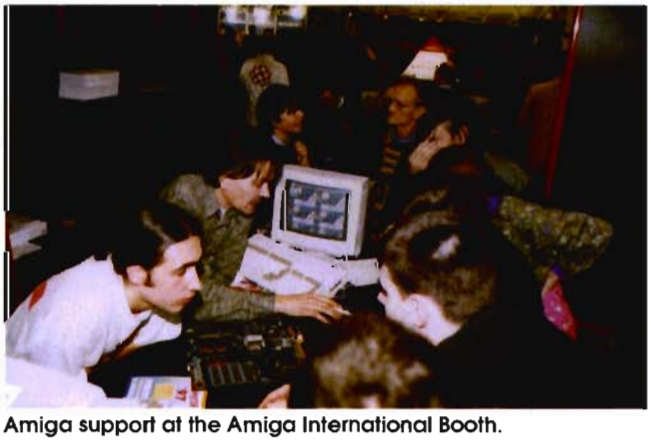
Thousands view the Amiga's return to the Cologne show it created.

It was a chilly weekend in Cologne Germany, but that didn't matter to the thousands of Amiga fans that showed up at the Messe' for Computer 97. The former World of Amiga show was the largest in Europe a few years ago, but with the demise of Commodore, the show changed names and let in other platforms.

Last year Petro Tyschtschenko was there, but he could only promise like Douglas MacArthur that "I will return" and with an Amiga booth when they had a new owner. MacArthur didn't have anything on Petro, as he delivered on what he promised in a big way.

On Friday, Saturday and Sunday, Nov 14-16, 1997, the biggest portion of Computer 97 was Amiga! Yes, Petro had a huge booth with lots of developers surrounding it, displaying and demonstrating all their latest innovations. Hardware, software, you name it, and Petro's Amiga International Inc. had folks there showing it off.

**phase 5's lecture and demonstration area was packed with eager Amiga enthusiasts watching with eager anticipation as various products were shown off.**



**Amiga support at the Amiga International Booth.**

They had support, they had new computer boards from third party vendors such as the Access, a motherboard that fits into standard 5 1/4" hard disk drive bays by Index Information Ltd. The A5000, a brand new Amiga compatible computer available in the spring of 98 was shown in board level, developed by Thomas Dellert and distributed by Power Computing Ltd., or the BoXeR by Blittersoft and Index Information.

There was also HYDRA Systems's PCMCIA card for the Amiga 1200. This network hardware consists of an IBM Windows-compatible PCMCIA ethernet LAN card plugged into an adaptor which then plugs into the Amiga. The CyberStorm PPC board and the BLIZZARD PowerPC 603E board were making a big presence.

Shareware and public domain authors were also showing their products. Newly enhanced programs for drawing, Art Effect 2.5 by Haage & Partner was demonstrated by Alexander Pratsch, StormC 3 was shown, and a new writing program, DecisionWORD, which can show calculations and formulas in the text.

Network products such as NetConnect2 by Haage & Partner, were on hand. Angela Schmidt was showing off MakeCD, a high-quality CD mastering software for the Amiga.

Celebrities were there as well. Not only did Petro spend lots of time on the show floor, but he had people like Kermit Woodall of Nova Design, Holger Kruse of Miami, and many more there. On top of this, Amiga Inc.'s team of folks showed up: Jeff Schindler, General Manager, Darreck Lisle, Events Coordinator, and Joe Torre, Senior Engineer.

## Developers' Conference

A developers' conference was held with approximately 250 people in attendance. Mr. Schindler went over the questionnaire that was distributed in Columbus, Ohio to developers, and answered questions about Amiga Inc.'s part in the business.

Petro described Amiga International's part and together they stated that they were a team, and bringing back the Amiga was a team effort. An effort by them, the companies they represent, the developers, the dealers, and the end users. We must all do our part to grow the Amiga market. Unfortunately, there was no announcement about O.S. 3.5, other than they will work on it once their engineering team is assembled.

## The Exhibition Hall

The show floor was really busy, and many companies had their own booths. MicroniK had a large booth, selling more stuff than you can find at a Radio Shack. I saw lots of MicroniK Amigas going out the door. Amiga 4000s were selling as well.

phase 5 had a big booth showing off all their accelerators. They also had a large screen and viewing area for folks to sit and watch various demonstrations of products running with their equipment.

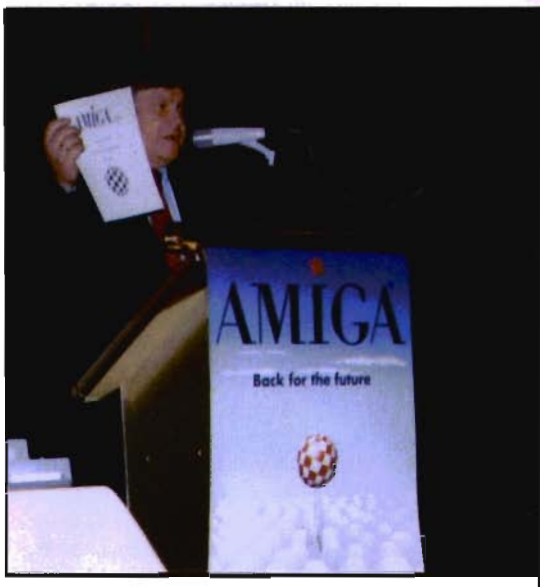
**Over 200 developers and enthusiasts filled the large hall for the Cologne Computer '97 Amiga Developers' Conference.**

Village Tronic had a big booth, showing off the Picasso IV, as was Amiga Plus, Eagle Computer Products, Epic Marketing, and HiQ Limited. Haage & Partner was showing off Font Machine, a professional fonts generator that has many effects and X-DVE v3.0 from ProDAD Software.

NIGHTSHIFT Multimedia Design was demonstrating SCALA MM400, which is available on CD-ROM. They're hoping that if enough copies sell, SCALA will bring out an MM500 version. They made a continuous presentation of how they use SCALA for kiosks. Nightshift has done work for the railroads, shopping malls, museums, etc. using SCALA and the Amiga. The advantages are a better operating system, reliability, and if you bump the kiosk, the thing doesn't crash. I was impressed.

Dr. Greg Perry of GP Software and OPUS fame was at the fair demonstrating OPUS Magellan. The list of folks and companies just goes on, and I'm sure I missed some. My apologies to those, and best wishes to all. It was a great show! I'm already making plans to go back next year!

•AC•




*Petro Tyschtschenko's opening address for the Cologne Computer '97 held in Cologne, Germany on the November 14, 1997.*

Ladies and Gentlemen, Dear Madame, Dear Sir, Dear Amiga Friends

The past has shown that their exists a market for the Amiga which we can also see at the fair here in Cologne. In 1993, there were 45,000 visitors at the Fair in Cologne, 1995 already 65,000 visitors and this year we expect more than 70,000 visitors. Those figures are quite respectable and it shows the big faith and the enormous community spirit towards Amiga. Of course these figures contain interested people from the PC market.

Today I will tie up to my speech of last year, in which I said: "Due to the current situation, we do not have a fair booth this year. But I'm very optimistic to

## Computer '97—A Developer's View

*by Kermit Woodall*

The first thing I noticed when entering the Köln-Messe convention center was that it was big. **Really Big**.

Then I realized that the hall Computer '97 was in, was just one hall of about 14 halls. The one hall was big enough that just entering it could get you lost. Köln (Cologne) even had street signs to help you find Computer '97 (running joke with more than a touch of reality: if you got lost in Köln, follow the ubiquitous signs to Köln-Messe and you can't get lost).

On my arrival Friday I made my way to the Amiga booth to orient myself and prepare for the first ImageFX/Aladdin 4D seminar. The show was packed and it was only 1PM local time. Long before the local schools or businesses had let out. I was told this was nothing.

Saturday I found out just how many people they are willing to pack into these shows. About five times what I would have called packed! I was told Saturday that attendance was at 50,000 attendees. On Sunday others were guessing around 15,000 - I don't know which number is more accurate, but there were a heck of a lot of people there!

New games were being shown, new utilities, and new hardware. I like new hardware and I was totally impressed with the new DCE A5000 and A6000 machines and Index Information, Ltd's new BOXER motherboard was incredible as well. Literally these two companies have come up with new model Amigas that will redefine Amiga computing in my opinion!

The general mood of the show was highly upbeat. With all the new products and the fresh momentum given by Amiga, Inc. (not to forget all the new Amiga Licensees courtesy of Petro!) everyone was having a really good time and doing good business.

The developers' conference was a success with Amiga, Inc. finally, and officially, stating their overall 3+ year plan for developing and improving the Amiga core system in hardware and in the OS.

Next Stop: St. Louis and Amiga '98!

# Petro's Show Remarks

## Petro Opens Amiga at Computer '97

attend the exhibition in Cologne with an own fair booth in 1997."

"Amiga is indestructible - Amiga is alive!" This, my dear friends, was the end of my speech last year. And at that time I was already convinced of a comeback and that's why I'm here today, I'm the living evidence.

In my speech already quoted above, I said, "We are looking for further potential Investors. We don't give up We will see what will happen."

Glance backward in the past of Amiga and compare Amiga with other companies. Then you will ask yourself:

- How many companies exist which survived two bankruptcies?
- How many brands survive two bankruptcies?

And all this in times in which no new products exist or are developed. And in times in which nobody believes in the future of our brand.

But Amiga is still there. Amiga is alive.

The development must go on. Faster and more specifically with Amiga too. Many professional developers, and even private tinkerers have meanwhile developed a few good ideas for Amiga.

We all, from Amiga, are open for all new ideas. We have already made a new start. A new start with the support of a company which believes in the furture of Amiga - Gateway 2000.

But who is Gateway 2000? Gateway 2000 is a large and solid American enterprise with more than 10,000 employees world wide. 1996, Gateway sold more than 1.9 million PCs. The turnover amounted to 5 billion US dollar. The net profit was 250 million US dollars after tax.

In the United States Gateway 2000 has already been awarded many prizes for their product range and their services. This shows what a great potential is behind AMIGA International, Inc.

The policy of Gateway 2000 for the Amiga is that Amiga International is supposed to operate independently. As independently as possible. For that purpose, AMIGA International will be supported by Gateway 2000 wherever it is useful and synergies can be made.

Our strategy, the strategy of AMIGA International has three cornerstones!

- Supporting the existing Amiga community
- Leveraging the existing Amiga technology through broad licensing.
- Assisting in developing new products based on open standards to the home computer and video/graphics market.

Let me explain the above mentioned goals. The support of our Amiga users is already one of our cornerstones. Even in times when Amiga worked under sequestration, Amiga succeeded almost always with our customers' advice and help. In the future we will not change this policy, much more, we will enforce the support.

Our second cornerstone is the license agreements. Wherever it is possible, we will reach license agreements. Sensible and possible means we reach only license agreements with companies if it is of advantage to Amiga users and to the market, the Amiga technology remains compatible and the license grants to pull in one direction with Amiga. Presently we have reached 17 license contracts about software and hardware.

The third cornerstone is the development of new Amiga models and to upgrade the existing Amiga products. As you may know, Amiga has developed nothing for years. But new products are essential to exist in a dynamic market. For the development of new products, we need time. Time and money. Money was not always available in the past few years, but in Gateway 2000 we have found a solid basis.

We have founded a company which is responsible for Research and Development. Amiga Inc. is a wholly owned company of Gateway 2000. Amiga Inc. is situated in Sioux City close to Gateway 2000.

The tasks of AMIGA International, Inc. and Amiga Inc. are clearly defined. Amiga Inc. develops products and AMIGA International, Inc. is responsible for sales and marketing world wide and for the settlement of license contracts.

We have already started with some new developments. We hope to be able to present a new product for Christmas 1998. this will be a Computer between PC and Game machine, TV, Settop-Box, TVD and Internet access device all in one device.

If you think about the fact that an Amiga OS which doesn't need more than a Megabyte of RAM, then you see that our conditions are nearly perfect. Our Amiga has an extraordinary good relation towards price and efficiency. The advantages of Amiga are the Operating System. This has been proven in the past, and the future will show the same.

With concerns for the software developers, we are planning to put the new Operating System 3.5 onto the market, hopefully in Spring 1998. In Winter 1998 we estimate to present further upgrades. The image and the product position of Amiga is still very good. And on this we built.

So why the redesign of something which has shown its efficiency in the past time of crisis and without Amiga wouldn't have survived on the market? We don't want to reinvent the wheel, but we will do our best to develop Amiga on a high standard. Therefore we will find and look for co-operations.

We will serve our customers honest and open minded. We will outsource services and we will look for new distributors. And we will try to operate with only a few employees.

Ladies and Gentlemen, last year Amiga did not participate with a booth, but this year you will find us in building 11, booth number D 42. Our booth has approximately 200 square yards, and everybody is kindly invited to visit us.

Before my closing words, I would like to thank a certain group very very much. It is the group of Amiga Magazines I'm talking about. Thank you for the support in the past years and especially within the difficult years of bankruptcy. Thank you again for that.

Please allow me some final words. I think I can tell you with clear conscience that my last confidential words of the year before, came already true. Today I had the great pleasure again to stand here and to talk to you about our future plans coming up in the next few years and I'm convinced that we will meet each other several times within the next years and we will be still saying, "Amiga is indestructible - Amiga is alive.'

My personal opinion is: Amiga has a bright future ahead!

Thank you for being here

•AC•

# An Interview with Jeff Schindler, General Manager of Amiga Inc.

*by Bob Scharp*

**The Amiga Inc. Team on hand in Cologne: (L-R) Darreck Lisle, Joe Torres, And Jeff Schindler, General Manager.**

As we sat in the Amiga International's booth at the Computer '97 show, I had the opportunity to speak with Mr. Jeff Schindler. He is the General Manager of Amiga Inc., based in North Sioux City, SD. Sitting here in Cologne Germany, so many miles from the pasture land of the Midwest, I wanted to get to know this new head of Amiga.

**AC:** Mr. Schindler, Jeff if you don't mind, would you please tell our audience a little bit about yourself, and how you came to be involved with Amiga.

**Schindler:** My background is in Electrical Engineering. I was funded by companies to do training and seminars. This gave me a background in software and hardware. My senior project in school was to do a program for the university, a football statistical programming analyzer. It would give you expectations of what an opposing team would do and the project alternatives or defenses. I fell in love with software programming. Later I worked for Zenith for eight years in their Data Systems department. I was in charge of portable systems. I have been with Gateway 2000 for four years.

**AC:** What have you done at Gateway 2000?

**Schindler:** I wanted to look into the future and put Gateway in the lead. That's how I came about developing the Destination TV. It's done pretty well for itself. DTV is one of the first products of its type. People who use it, love it. Much like Amigans love their Amigas. Destination TV is what I call a "convergence product". The TV is digitized. You can put the picture in a box and put graphics over it if you like. It's screen is a super VGA monitor, not a regular TV.

**AC:** What do you see for the Amiga?

**Schindler:** Amigas could lend themselves to that type of product. We want Amiga to become a recognized name, and a standard, with the software and hardware working together. Amigas would make good convergence products as well as Amiga computers as we know them today.

**AC:** What is a convergence product?

**Schindler:** It's a combining of a consumer electronic product and a computer product. A coming together of the two technologies.

**The product we wish to bring out first is the improved operating system, O.S. 3.5. This would include the best of say the internet, drivers and printer support to name a few.**

**AC:** Why is this so important?

**Schindler:** Convergence products will be a growing area in the business. We need to get Amigas recognized as a standard, accepted by everyone. This is a good way to that end. The more products that are available with a recognized Amiga logo, the more people will come to accept the Amiga. We can grow the Amiga and lessen the costs by spreading the market.

**AC:** What do you intend to use for your logo? What lends itself as being easily recognized, no matter what type of product it is on.

**Schindler:** The Boing Ball is probably the best example of what we have in mind.

**AC:** Do you foresee any problems or obstacles? The U.S. is a big market.

**Schindler:** One problem is how to keep the legacy technology and keep leading technology together. Thus, if you purchase a future Amiga, it will run the majority of programs from the former operating systems. To do this, we have to define the core architecture and get the licensees to make their products work with it. The U.S. is big, but it is also fast to adopt new technologies. We will need more OEMs more advertising, and shipments of more products, both Amigas, and Amiga convergence products. We currently have 19 companies licensed, some of which are distributors.

**AC:** What do you see as the next steps for Amiga Inc.?

**Schindler:** The product we wish to bring out first is the improved operating system, O.S. 3.5. This would include the best of say the internet, drivers and printer support to name a few. First however, we need the tools and developers to release it. So our first step is to put together our technical staff. ICOA has been in contact, and have proposed an interface for developers for feedback. We want to get the information from developers and users groups. There are people who want to form nonprofit groups to do work with us. All of this has to be looked at and decided upon. We hope to support these groups with an internet forum. If anyone is interested in working for Amiga Inc. they should fax a resume to us at 605-235-1002, or email us. Marilyn Flint will handle receiving these. She can be reached at Mflint@wans.net.

After that I would expect it would take us just over a year to develop an entirely new Amiga. That's a year from the time we decide what the new Amiga is, until it is ready for production. Then a little more to actually produce and market it.

**AC:** What effect has the Chinese had on your decision process?

**Schindler:** We need to know what the Chinese want. We would like to have the Chinese as O.E.M. to Amiga with all of us working for one architecture and O.S.. It would be a win-win situation.

**AC:** Thanks Mr. Schindler for your time. I'm sure everyone is as anxious as I am, to see you well on the road to a successful here at Amiga Inc. We can't wait for the new O.S. and future machines.

•AC•

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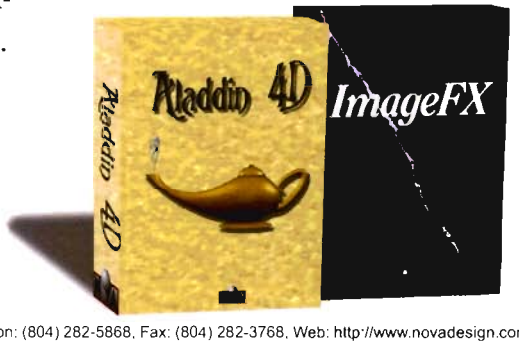


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